

PRIMA'S OFFICIAL STRATEGY GUIDE

# HEROES III

OF MIGHT AND MAGIC®

THE RESTORATION OF ERATHIA



3DO™

NEW WORLD COMPUTING™

Tom Ono





# HEROES<sup>®</sup> III

OF MIGHT AND MAGIC

THE RESTORATION OF ERATHIA

## PRIMA'S OFFICIAL STRATEGY GUIDE

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# Part One

*"If you know the enemy and know yourself, you need not fear the result of a hundred battles.  
If you know yourself but not the enemy, for every victory gained you will also suffer a defeat.  
If you know neither the enemy nor yourself, you will succumb in every battle."*

Sun Tzu  
*The Art of War*



## Introduction

Playing *Heroes of Might and Magic III*—the latest addition to New World Computing’s acclaimed strategic fantasy warfare series—couldn’t be simpler. Its clearly presented and well-crafted interface allows users to quickly get past the “How do I do such-and-such?” learning phase. *Mastery* is another issue altogether. Although you can succeed with a surprisingly wide variety of play styles, the game always rewards players who plan carefully and pay attention to details. It conversely punishes those who play haphazardly or who are uninformed. This book is here to make sure you wind up in the first category.

This chapter provides an overview of workaday game mechanics. It discusses things like the turn system, what constitutes winning and losing, and issues involved with starting a new game.

Chapters 2 through 6 describe in detail the game’s characters, towns, creatures, terrain features, and magic system.

Strategy, tactics, and the program’s *artificial intelligence* (AI) are discussed in Chapters 7 and 8.

In Chapters 9 and 10, you’ll find help for the game’s standard and campaign scenarios—including complete maps, hints, strategic overviews, and other information you may use to ensure victory.

Finally, the appendices contain complete descriptive listings for all of the game’s artifacts and adventure locations.

## So What Is *Heroes of Might and Magic III*?

*Heroes of Might and Magic III* is a turn-based game of strategic conquest set in Erathia—a land of myth and legend. The program comes with 64 standard and campaign scenarios. Standard scenarios are self contained, each with their own map, number of players, preset strategic situation, and set of win and lose conditions. Campaigns are made of linked scenarios tied into richer story lines.

The game is multiplayer in nature. Almost all of the standard scenarios involve two to eight combatants, each of which is represented by its own color. Some or

all of the colors, depending on the given scenario, can be played by human players sitting at a single computer (called a “hotseat game”) or at multiple computers connected via a network. Colors not assigned to a human player are operated by the program’s AI.

Players control the actions of Heroes. Heroes travel with their armies across the Adventure Map. Players also manage the development and administration of towns inside their kingdoms. Towns provide their kingdoms with creatures for Hero armies, act as recruiting centers for new Heroes, create kingdom income, and provide other beneficial services.

Game play is divided into turns, each turn representing a day. One at a time, players move their Heroes and manage their cities. After all players have taken their actions, the current day ends and the next day begins. Tactical combat is initiated when a Hero attacks an enemy Hero, town, or wandering monster. Each combat is resolved on the Combat Screen before the game proceeds.

Each scenario has its own win and lose conditions. When players lose, they’re eliminated from the game. If a player meets the winning conditions, the game similarly ends. Winning may involve finding an artifact, taking a particular town, defeating all other enemies, or completing other tasks. Losing involves either losing all your towns and Heroes, or allowing another player to meet the winning conditions.

# Game Overview

Before we get to the actual strategic advice, let’s take a brief look at the game’s basic components.

## *The Adventure Map*

The campaign scenarios take place on a patch of Erathia represented on the Adventure Map. Most scenarios have two maps—one for the surface and one for the subterranean level. As Heroes travel across the land, they reveal the terrain. Each player can only see the parts of the map that his or her Heroes have visited; the rest is covered by the *Shroud*. Once an area is revealed to a player, he or she can see what happens there.



As you send your Heroes around the map, you'll discover treasures, mines that can provide your kingdom with resources, other towns, wandering monsters, and other locations. Towns, mines, and many other locations may be "flagged" by your Heroes. A flagged location becomes part of your kingdom. For more information see Chapter 4, *The Land*.

## Heroes

Heroes lead your armies. You usually start a game with at least one Hero and may recruit more at your towns. Each Hero belongs to one of 16 different classes representing his or her vocation. A Hero could be, for example, a Wizard specializing in magic use or a Barbarian savvy to the ways of war. Although combat is initiated by Heroes when they attack other Heroes, towns, or wandering monsters, the Heroes themselves don't actually fight. The fighting is handled by the creatures that make up their armies. During combat, Heroes lend their troops combat bonuses (based on their Attack and Defense skills) and can cast spells.

Heroes who win in combat gain experience. When a Hero acquires enough experience, he or she goes up in level, gaining new skills and bonuses to existing ones. For more information see Chapter 2, "Your Heroes."

## Towns

In all scenarios, towns are the most important part of your kingdom. There are eight different types of towns, each with their own special characteristics. *All* towns can provide your kingdom with new Heroes and creatures for their armies. Heroes visiting towns can learn new magic spells and recharge themselves with the Spell Points needed to cast spells (see Chapter 3, "The Magic System"). To protect a town from enemy attacks, you can build up its defenses with walls, moats, and Garrison armies.

Towns don't provide these benefits automatically. You must spend Gold and resources developing them by ordering the construction of new town structures. Each turn, you may build one structure in each of your kingdom's towns. Each building has its own beneficial function. (See Chapter 5, "Towns.")

### Creatures and Troop Stacks

Combat is initiated by attacking Heroes, but is actually resolved by creatures. Creatures taken into a Hero's army form *troop stacks*. A troop stack is made up of one or more creatures of the same creature type. On the Combat Screen, all the creatures in a troop stack act as a single unit and are represented by one creature graphic. The number next to the creature graphic indicates how many individual creatures are in the stack. This is vitally important to remember because—except for this number—50 Vampire Lords look exactly the same as one Vampire Lord.

You can recruit creatures at your towns from special buildings called *creature generators*. When you do this, you must pay all recruiting fees for their services. You also can recruit creatures from *creature dwelling* locations that you've flagged on the Adventure Map.

As you explore, you'll see creature graphics on the Adventure Map. These are groups of *wandering monsters*. When you attack them, they'll fight back, offer to join your army, or flee. For more information see Chapter 6, "Creatures."

## Playing Standard Scenarios

Before you start a standard scenario, you can select the game's difficulty level. In most scenarios, you also can select your starting town and Hero, as well as a starting bonus—resources, Gold, or an artifact.

The difficulty level for campaign scenarios is preset. For information regarding specific starting bonus choices, see the individual campaign scenario descriptions in Chapter 10.

### Difficulty Setting

Before you begin a standard scenario, you can control how tough the AI is by changing the game's difficulty setting. Each scenario has a difficulty rating that is merely a suggestion from the designer. Game difficulty affects how well the computer players explore the map, choose their battles, build their towns, and fight in combat. These effects are described in detail in the AI sections of Chapters 7 and 8.

Difficulty also affects the starting resources of the human and computer players. It also sets the rate at which mines and towns provide Gold and resources for the computer.



Table 1-1. Effect of Difficulty on Resources—Human

SETTING	GOLD	WOOD/ORE	GEM/SULFUR/MERCURY/CRYSTAL
Easy	30k	30	15
Normal	20k	20	10
Hard	15k	15	7
Expert	10k	10	4
Impossible	0	0	0

Table 1-1a. Effect of Difficulty on Resources—Computer

SETTING	GOLD	WOOD/ORE	GEM/SULFUR/MERCURY/CRYSTAL
Easy	5k-25%	5	2
Normal	7.5k	10	4
Hard	10k	15	7
Expert	10k+25%	15+39%	7+14%
Impossible	10k+50%	15+53%	7+28%

Percentage penalties and bonuses listed for the computer reflect the effect of difficulty on the productivity of computer-controlled mines and towns.

## Choosing a Starting Town, Hero, and Bonus

In Advanced Options, depending on which scenario you're playing, you may see arrows next to your color's *Starting Town*, *Starting Hero* and/or *Starting Bonus*. If you know your color's starting position (from previous play, or by reading Chapter 9), you should select the town, Hero, and bonus that best meet the circumstances.

Consider choosing the town native to the terrain near your starting position. Creatures gain combat bonuses when fighting on native terrain (see Chapter 7, Combat), so your town will be more easily defended. Some town types, like the Tower and Necropolis, are difficult to build when resources are scarce. Others, like the Stronghold, are the best choice when you'll face combat early on. For most scenarios, however, it's fine if you simply pick the town best suited to your style of play.

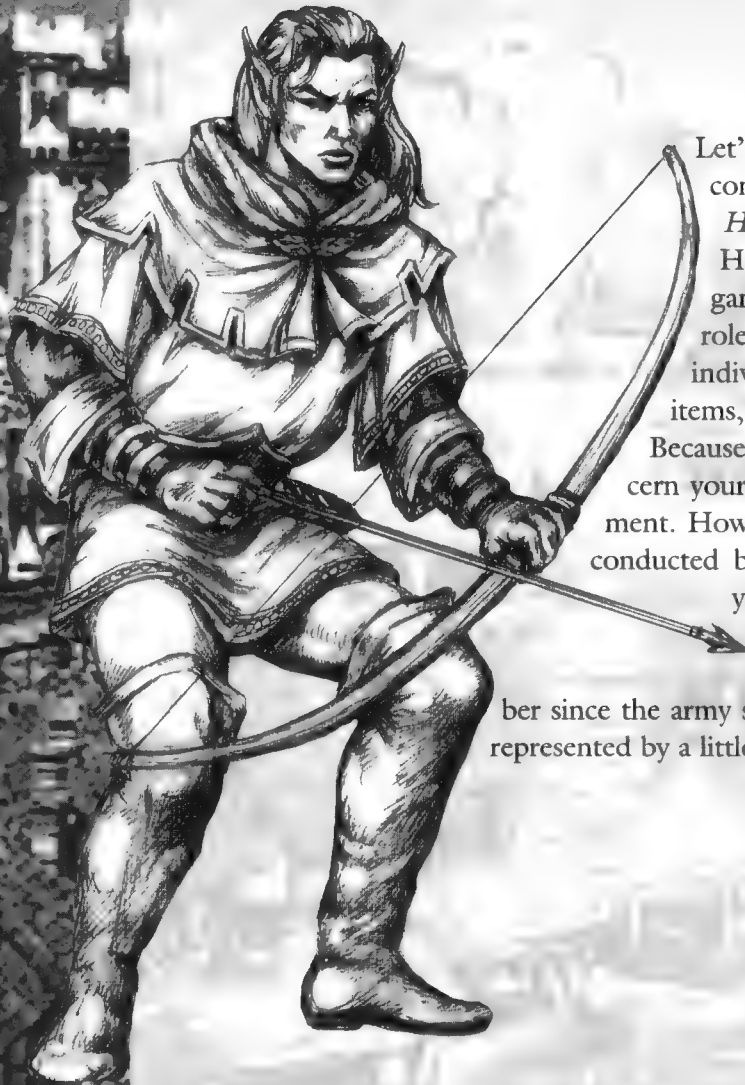
After you choose your town, you may choose from among the 16 individual Heroes native to that town type. Some Heroes, particularly those who specialize in the casting of high-level spells or who have strong combat skills, make powerful generals. These Heroes are great for most situations; however, you should choose the best Hero for the job at hand.

The best starting bonus to select also varies. Usually, it's a good idea to take either the Gold, or the Wood and Ore. A random artifact is just that—random. You may or may not be able to make use of it. Choose the artifact bonus only if you're sure that resources aren't going to be a problem.



# *Part Two*

## What Is a Hero?



Let's look at what a Hero is. Among computer game military units, the *Heroes of Might and Magic III* Hero is really unique being. This game combines the qualities of a role-playing characters—with their individual attributes, inventory of items, spells, and skills—and an army. Because your Heroes are characters, concern yourself with their personal development. However, because combat is actually conducted by the troops that follow them, you must also think of each Hero as a marching army—something you'll need to remember since the army shown on the Adventure Map is represented by a little guy on a horse.



## Multi-Role Nature of Heroes

The most important thing to notice about Hero units is they are the only thing that moves on the Adventure Map. Wandering monster camps increase in population over time, mines deliver their resources, and you can always develop your towns, but Heroes are the only components in the game that make anything *happen*. Also, at any time each player can have a maximum of eight heroes active on the Adventure Map. These factors will be important as you think through your offensive and defensive strategies.

You can use your Heroes in several manners. For each of the roles that your Heroes can play, treat their advancement and troop mix differently.

### *General with Army*

The obvious configuration of the Hero unit is as an army lead by a Hero as its commander. In all scenarios, you'll do battle with and defeat your enemies, so create powerful armies. Because Heroes lend attribute, artifact, and skill bonuses to their troops and can cast powerful combat spells, make sure your generals advance in levels and hold combat-oriented artifacts. Also make sure they quickly acquire the complete assortment of war machines.

Because combat is the main source of experience points, your generals tend to advance levels quickly. When you choose skills for them, start by choosing those that will make them more effective in combat and mobility. Later you can allow them to advance in skills that help your broader situation—Estates, for example—but don't overdo it. Using two of a Hero's eight secondary skill slots for this purpose will suffice. Mysticism is a good skill to pick up for magic-using Heroes, especially if you use them to advance into enemy territory. Mysticism allows them to remain effective Spellcasters even when they're unable to return to friendly towns for a Spell Point refuel.

### *Scout*

It's important to be able to see as much of the map as possible. After a portion of the map is revealed, you can see other players' Heroes that move there, and you have full right-click information access to all map features. For these reasons, it

makes good sense to recruit Heroes to act as scouts early in each game. You want your scouts to be as fast as possible. Because a hero's movement limit is set by his or her slowest creature, make sure only the fastest creatures travel with your scouts. Drop off the slow ones in your town garrison.

A scout's primary role is to push back the map shroud and gobble up loose resources, treasure, and artifacts. Once these items are gone, they're gone. Scouts should flag unguarded locations, and should visit Keymaster's Tents and Obelisks. Guarded locations should be approached by your generals.

Because of their high speed, scouts usually dodge enemy Heroes, which is fine because scouts usually lose battles they engage in. Avoid ending a scout's movement too close to enemy towns. It's too easy for your opponents to recruit a Hero, load him or her up with the town's creatures, and then jump out and nail your scout. If you find yourself with extra resources, you may want to build a "super" scout or two. To make one, give a scout an army powerful enough to deal with weaker wandering monsters or to engage targets of opportunity such as your opponents' scouts. Make sure that the creatures you give it are *all* fast, otherwise your scout will be slow.

After the map is revealed and all the loose resources are gone, scouts are less useful. At that point, you can switch them to other roles. Keep a couple to shadow enemy heroes in your territory to re-flag locations the enemy takes from you.

## Garrison Commander

If you defend a city with garrison troops, it's always a good idea to have a Hero acting as its garrison commander. Typically Heroes acting in this role don't gain experience quickly. They don't engage in many battles because the computer won't attack their towns unless it is pretty sure it is going to win. For this role, recruit heroes that start out with good combat skills. Overlords, Beastmasters, Knights, and Barbarians are good choices. If the town has a built-up mage guild consider a Wizard or Warlock. Heroes who have been defeated in battle, but who have gained some experience and skills are also nice. Be sure to consider your potential recruits' secondary and specialty skills.

Sometimes you'll face a situation where an enemy Hero with a massive army is barreling down on one of your under-defended cities. If the town doesn't have a garrison Hero, should you recruit one? That depends on whether you think you can significantly hurt the descending army. If the attacker is going to crush your forces on the first round of combat, why throw away 2,500 gold to recruit a Hero

just to have him or her lead the defeat? On the other hand, if you think you can last a few combat turns and having a garrison Hero allows you to kill more of the enemy's army, recruit one. The more you weaken the enemy army, the easier it will be for you to face it later.

## Troop Transport

As your generals forge into enemy territory, they'll take losses. How do you reinforce their armies? You could have them make recruiting runs to friendly towns and flagged creature-generating locations, taking up valuable turns during which your enemies can recover from their losses and realign their forces against you. Or you could use other Heroes as troop transports!

The main scenario of a troop transport is to run between your friendly cities and flagged creature generators to recruit troops, and to bring those troops to your generals. They also deliver newly found or purchased artifacts and war machines. On the return trip, they carry troops in need of upgrading, or who are too weak to use on the front lines but may still be useful in garrison duty. Because they often travel with large numbers of troops they also pick off targets of opportunity. If they do this, they'll gain levels and may be promoted to generals.

## Hiring Heroes

Recruit your Heroes in town taverns. At the beginning of the week, the two Heroes available for you to hire change. One Hero is always of one of the two types native to your starting town. The other is a random selection from the total pool of Heroes not yet hired. If you hire a Hero, another random Hero will take his or her place in your taverns. When one of your active Heroes retreats or surrenders he or she appears in your taverns until the end of the week. After that, the Hero returns to the general pool and may turn up in the service of your enemies.

### Caution

*Heroes who have retreated or surrendered from combat can only be re-hired until the end of the current week!*



## Who to Recruit?

Always check out Heroes' statistics before you hire them. Do this by right-clicking on their portraits in the tavern. There are 128 Heroes, 8 for each of the 16 Hero classes. While all Heroes of a given class have the same primary skill stats, each *individual* Hero has his or her own secondary skills, starting troops, specialty, and initial spell.

Before you choose, consider the role you want the Hero to play. Looking for someone to be a scout? Hire a Hero that already has Scouting or Logistics. Want a general? Choose the one with Leadership and Archery. Always be on the lookout for Heroes who have advanced beyond first level or who already possess artifacts. They cost the same to hire, so their extra abilities make them a bargain.

## Hero Advancement

Heroes gain experience for winning battles. The total amount of experience points gained is equal to the total number of hit points of all creatures defeated. When Heroes gain enough hit points (see Table 2-1) they go up a level. Then, the Hero gets one point added to one of his or her primary skills and a choice of two secondary skill advancements.

**Table 2-1. Experience Level Point Requirements**

HERO EXPERIENCE LEVEL	EXPERIENCE REQUIRED
1	0
2	1,000
3	2,000
4	3,200
5	4,500
6	6,000
7	7,700
8	9,000
9	11,000
10	13,200
11	15,500
12	18,500
13	22,100
14	26,420
15	31,604

Beyond level 13, the experience points needed to advance to the next level is 1.2 times that needed for the current level.

## Choosing Skills

Each time your Heroes go up in level their primary skills and secondary skills advancement also go up a level. Although you have no control over which primary skill increases, you do get to choose one of two secondary skill advancements. These can be either a new secondary skill or an increase in expertise to one of their current skills. When you choose a secondary skill advancement for a Hero, consider his or her Hero class and role in your strategy.

Also consider your general strategic situation when deciding to have your Heroes acquire certain skills. No water on the map? Then Navigation isn't going to do you any good. Is money a particular problem? The Estates skill can help that. Have a lot of towns you need to conquer? Power up your Heroes' Ballistics know-how.

Each Hero class has a better chance of advancing in some skills, and little or no chance of advancing in others. For example, when your Barbarians go up in levels there's a much better chance that you'll advance skills dealing with physical combat (like *Offense* and *Artillery*) than magic-oriented skills (such as *Mysticism* or *Eagle Eye*). So, it's easier to advance those skills to higher levels. The opposite is true for magic-using classes like Wizards, who will be offered magic-based skills more often than combat skills. In other words, you should choose the secondary skills that work best with a Hero's class.

## Troop Mix

### Tip

#### Necromancy Skill

*Heroes with this skill get extra skeletons after combat. To avoid the negative morale penalty of mixing undead with live troops, compose their armies entirely of undead creatures to begin with.*

You're limited to a maximum of seven troop stacks per Hero. The main thing to consider when recruiting creatures for a Hero is what effect the troop mix will have on the army's morale rating. Each creature, regardless of whether you recruit it from a town or an Adventure Map creature dwelling, is associated with the type of town where you build their creature generator. Mixing troops from too many towns can have a nasty effect on an army's morale, so don't do it.

## Table 2-2. Troop Mix Morale Effects

NUMBER OF TOWN ALIGNMENTS	MORALE ADJUSTMENT
1	+1 (0 if all creatures are the same)
2	0
3	-1
4	-2
5	-3
6	-4
7	-5

Special cases include:

- ❖ 0 morale if all creatures are undead.
- ❖ -1 morale if undead creatures are mixed with living creatures.
- ❖ -1 morale for enemy army if you have a Bone Dragon in your ranks.
- ❖ Individual morale for undead creatures and elementals is 0.

## Artifact Mix

In *Heroes of Might and Magic II*, your Heroes could each use an unlimited number of artifacts. Thus a Hero could carry and use multiple swords, shields, helmets, etc., all of which made for some pretty powerful Heroes ... and some humorous mental images.

In *Heroes of Might and Magic III*, things work a bit differently. Your Heroes must *equip* their Artifacts to use them. Now a Hero can only use one shield, one weapon, one cape, etc. While Heroes can carry around an unlimited number of items in their backpacks, these unequipped items do them (and your cause) no good! Spread them around amongst your other heroes.

When choosing which artifacts to give to whom, as usual, consider each Hero's strategic role and characteristic strengths. That Spiked Shield (+2 Attack, +2 Defense) isn't going to do your scout a lot of good, but will help a general. The Orb of Silt (+50 percent damage for Earth Magic spells) should be in the hands of someone who has Earth Magic spells to cast.



## Primary Skills

Each time Heroes attain a new level, one of their primary skill statistics goes up by one. The chance of a given skill being the one advanced depends on the Hero's class and level. At lower levels, Hero skills advance according to their specialization. At higher levels, advancement balances out (see Table 2-3).

*Table 2-3. Primary Skill Advancement*

HERO CLASS AND LEVEL	ATTACK	DEFENSE	POWER	KNOWLEDGE
Barbarian 2-9	60%	30%	5%	5%
Barbarian 10+	30%	30%	20%	20%
Knight 2-9	45%	35%	10%	10%
Knight 10+	30%	30%	20%	20%
Overlord 2-9	40%	35%	15%	10%
Overlord 10+	30%	30%	20%	20%
Ranger 2-9	35%	45%	10%	10%
Ranger 10+	30%	30%	20%	20%
Heretic 2-9	35%	35%	15%	15%
Heretic 10+	25%	25%	25%	25%
Beastmaster 2-9	30%	60%	5%	5%
Beastmaster 10+	30%	30%	20%	20%
Alchemist 2-9	30%	30%	20%	20%
Alchemist 10+	30%	30%	20%	20%
Death Knight 2-9	30%	25%	20%	25%
Death Knight 10+	25%	25%	25%	25%
Battle Mage 2-9	30%	20%	25%	25%
Battle Mage 10+	25%	25%	25%	25%
Demoniac 2-9	20%	20%	30%	30%
Demoniac 10+	20%	20%	30%	30%
Cleric 2-9	20%	15%	30%	35%
Cleric 10+	20%	20%	30%	30%
Necromancer 2-9	15%	15%	35%	35%
Necromancer 10+	25%	25%	25%	25%
Druid 2-9	10%	20%	35%	35%
Druid 10+	20%	20%	30%	30%
Witch 2-9	5%	15%	40%	40%
Witch 10+	20%	20%	30%	30%
Warlock 2-9	5%	5%	50%	40%
Warlock 10+	20%	20%	30%	30%
Wizard 2-9	5%	5%	40%	50%
Wizard 10+	30%	30%	20%	20%

## Attack and Defense Skills

A Hero's Attack and Defense skill ratings are added to the Attack and Defense ratings, respectively, of the creatures in his or her army. It's important to remember this basic fact.

It's easy to dismiss some of the game's more basic creatures—say the Imp, Gremlin, or Troglodyte—as being too weak to include in your armies, particularly in the later phases of the game. But give them to a Hero with a high Attack and Defense skill, and they are transformed into completely viable troops. The same goes for the creatures following enemy Heroes. Take that into account when deciding who to match up against in a fight.



### SUPER IMPS

*Imps are the most ineffective creatures in the game. Even a large gang of them can be weak in combat. For this example consider what happens when 50 Imps (Attack 2, Defense 3) attack a stack of 10 Unicorns (Attack 9, Defense 8). Because of the large discrepancy between the Imps' Attack and the Unicorns' Defense, the Imps will only hit for 43 to 86 points of damage—enough to kill one or two unicorns. The eight or nine unicorns remaining will counterstrike for 58 to 177 points, enough to kill 14 to 44 Imps. The remaining Imps probably won't survive when it's the Unicorns' turn to attack. If we take the same situation, but throw in a high-level Hero (Attack 10, Defense 10), things turn out quite differently. The 50 Imps now strike for 60 to 120 points of damage, killing two to four Unicorns. Because the Imps now have a solid Defense, the Unicorns' counterstrike does 27 to 66 points of damage. If the Unicorns do average damage on their subsequent attack phase, more than half the Imps remain to attack again in the next round.*



## Power and Knowledge Skills

A Hero's Power skill comes into effect when determining the strength of his or her spells. Each spell uses it differently. Power may determine how much damage a spell inflicts or heals, how long a spell lasts, or other effects. In *Heroes of Might and Magic II*, this was pretty much the end of it.

In *Heroes of Might and Magic III*, however, a Hero's expertise in a particular spell's magic school secondary skill (Earth Magic, Fire Magic, Air Magic, or Water Magic) is an equally large or larger factor in how powerfully a spell performs when cast. Heroes don't need the spell school skills to use spells, but possessing them greatly enhances the power of associated spells cast. So, if you want to build mighty

### Note

*For some spells, a Hero's Power isn't considered when determining its effect.*

spellcasters (and you do) you must remember that they need to have both a high Power skill *and* matching magic school skill expertise.

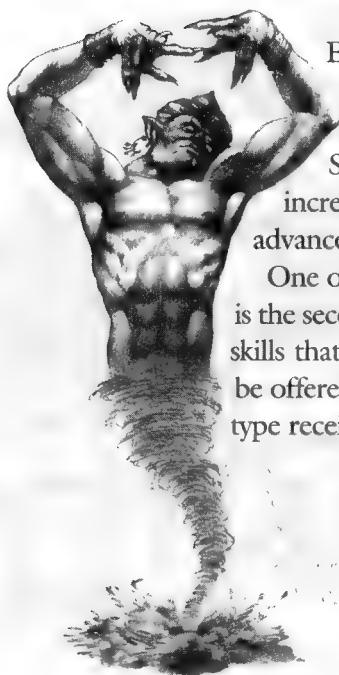
Knowledge is another critical skill. A Hero's base maximum Spell Point amount is 10 times his or her Knowledge skill. High-powered magic burns Spell Points quickly. How useful is being able to fire off that expert-level Chain Lightning spell if you can only do it once before having to run back to town for a recharge?

### *Building a Mighty Spellcaster*

A Hero can't be a great Spellcaster without:

- ❖ A high Knowledge skill
- ❖ A high Power skill
- ❖ Spells (learned by visiting towns with mage guilds)
- ❖ The Wisdom secondary skill (to learn high level spells)
- ❖ Earth, Air, Water, and/or Fire Magic secondary skills

## Secondary Skills



Each Hero gains up to eight secondary skills and holds those skills at three different levels of expertise—*basic*, *advanced*, or *expert*. When a Hero goes up a level, you are offered a choice of two secondary skills. Selecting one either gives your Hero a new skill at the basic level or increases the expertise of a skill he or she already holds to the next level, first advanced and then expert.

One of the strongest ways that each Hero class is differentiated from the others is the secondary skills that they are offered. Heroes of might are most often offered skills that augment their combat abilities, while Heroes of magic will most likely be offered ones that increase their spellcasting ability. The chance of a given Hero type receiving a particular skill is outlined in Table 2-4.



## Secondary Combat Skills



### Archery

**Description** Increases the damage done by ranged attackers in the Hero's army.

**Basic** Ranged attack damage is increased by 10 percent.

**Advanced** Ranged attack damage is increased by 20 percent.

**Expert** Ranged attack damage is increased by 30 percent.

The usefulness of Archery depends on how much of a Hero's army is composed of troops with ranged attack capabilities. In combination with high Attack skill, Offense, Luck, and/or Leadership, it is very effective.



### Armorer

**Description** Reduces the amount of damage received by the Hero's troops in combat.

**Basic** Damage inflicted on troops is reduced by 5 percent.

**Advanced** Damage inflicted on troops is reduced by 10 percent.

**Expert** Damage inflicted on troops is reduced by 15 percent.

This skill greatly enhances the staying power and survivability of your troops. This effect is enhanced in combination with a Hero's Defense skill, First Aid, and Water Magic (healing and defensive spells).



### Artillery

**Description** Gives the Hero manual control over his or her Ballista, increases the Ballista's number of shots per round to two, and increases its chance for dealing double damage.

**Basic** Ballista shots have a 50 percent chance of dealing double damage.

**Advanced** Ballista shots have a 75 percent chance of dealing double damage.

**Expert** Ballista shots deal double damage.

A Hero must have a Ballista for this skill to have any effect.



## Ballistics

**Description** Gives the Hero manual control over his or her Catapult during siege combat and increases its number of shots, accuracy, and damage.

**Basic** A Catapult lobbs one shot with a 60 percent chance to hit the intended target wall. It has a 50 percent chance of inflicting maximum damage. Until all siege walls are destroyed, the chance of hitting arrow towers or the drawbridge is less than 60 percent.

**Advanced** Same as basic, except the Catapult can lob two shots.

**Expert** A Catapult can lob two shots for maximum damage, each with a 75 percent chance to hit the intended target wall. Until all siege walls are destroyed, the chance of hitting arrow towers or the drawbridge is less than 75 percent.

Have at least one of your might-based Heroes specialize in this skill so you can use him or her to attack enemy town fortifications. You get no benefit from a Hero who has this skill but never attacks a town.



## First Aid

**Description** Increases the effectiveness of the First Aid Tent war machine and gives you manual control over what troop the First Aid Tent targets. The First Aid Tent regenerates damage done to the first creature in a target troop.

**Basic** Regenerates up to 50 health points of the top creature in a troop.

**Advanced** Regenerates up to 75 health points of the top creature in a troop.

**Expert** Regenerates up to 100 health points of the top creature in a troop.

This skill requires a Hero to have a First Aid Tent. It works well in combination with a Hero's Defense, Water Magic, and Armorer skills.



## Leadership

**Description** The Hero's troops gain a morale rating bonus. Necromancers and Death Knights can't learn this skill.

**Basic** Morale is increased by 1.

**Advanced** Morale is increased by 2.

**Expert** Morale is increased by 3.

Having a powerful troop engage in multiple attacks can really turn a battle around. If a Hero of yours has this skill, make sure that his or her army doesn't have any morale penalties so you can make the most of this skill.



## *Luck*

**Description** The Hero's troops gain a bonus to their luck rating.

**Basic** Luck is increased by one.

**Advanced** Luck is increased by two.

**Expert** Luck is increased by three.

Lucky troops have a chance to inflict maximum damage each time they attack.



## *Necromancy*

**Description** When the Hero wins in battle, a portion of the opposition killed is resurrected as skeletons and added to the Hero's army.

**Basic** 10 percent of enemy creatures killed are resurrected.

**Advanced** 20 percent of enemy creatures killed are resurrected.

**Expert** 30 percent of enemy creatures killed are resurrected.

Only advance this skill for a Hero if you have a necropolis town or some other supply of undead creatures. Otherwise, the morale penalty will tend to offset the advantages of having these extra low-level undead troops.



## *Offense*

**Description** Increases the amount of hand-to-hand damage the hero's troops inflict in combat.

**Basic** Inflicted damage is increased by 10 percent.

**Advanced** Inflicted damage is increased by 20 percent.

**Expert** Inflicted damage is increased by 30 percent.

When combined with a high Attack skill, Offense significantly increases the combat effectiveness of your troops.



### *Resistance*

**Description** Creates a chance that enemy spells that are cast on the Hero's troops will fail and have no effect.

**Basic** 5 percent chance of spell failure.

**Advanced** 10 percent chance of spell failure.

**Expert** 20 percent chance of spell failure.

You'll probably only notice the effect of this skill when a Hero holds it at the expert level. At that point, however, it can significantly alter the course of battles waged against powerful spellcasters.



### *Tactics*

**Description** Enables you to arrange the Hero's troops on the battlefield prior to the start of combat.

**Basic** See Chapter 7, "Combat."

**Advanced** See Chapter 7.

**Expert** See Chapter 7.

You can use this skill in a battle only if the opposing side has no Hero or its Hero has a lower Tactics expertise level than your Hero. When you can use it, however, it offers significant advantages.

## *Secondary Magic Skills*



### *Air Magic*

**Description** Increases the effectiveness of Air Magic spells cast by the Hero. The effect varies from spell to spell.

**Basic** Air Magic spells are cast at the basic level.

**Advanced** Air Magic spells are cast at the advanced level.

**Expert** Air Magic spells are cast at the expert level.

Air Magic spells offer a good mix of offensive and defensive augmentation.





## *Eagle Eye*

**Description** Gives the Hero a chance to learn spells cast by enemy spellcasters in battles.

**Basic** The Hero has a 40 percent chance to learn spells of second level or below.

**Advanced** The Hero has a 50 percent chance to learn spells of third level or below.

**Expert** The Hero has a 60 percent chance to learn spells of fourth level or below.

This skill is most useful if there are a significant number of enemy spellcasters. Heroes who hold this skill also should have Wisdom.



## *Earth Magic*

**Description** Increases the effectiveness of Earth Magic spells cast by the Hero. The effect varies for each spell.

**Basic** Earth Magic spells are cast at the basic level.

**Advanced** Earth Magic spells are cast at the advanced level.

**Expert** Earth Magic spells are cast at the expert level.

Earth Magic is primarily offensive in nature, and has a couple of spells particularly useful to Heroes with undead armies.



## *Fire Magic*

**Description** Increases the effectiveness of Fire Magic spells cast by the Hero. The effect of this skill varies for each spell.

**Basic** Fire Magic spells are cast at the basic level.

**Advanced** Fire Magic spells are cast at the advanced level.

**Expert** Fire Magic spells are cast at the expert level.

Fire Magic is very offensively oriented.



### *Intelligence*

**Description** Adds a bonus to the Hero's maximum Spell Points.

**Basic** Maximum Spell Points are increased by 25 percent.

**Advanced** Maximum Spell Points are increased by 50 percent.

**Expert** Maximum Spell Points are doubled.

Intelligence greatly bolsters a Spellcaster's Knowledge skill. It also is used to make up for a deficit of Knowledge.



### *Mysticism*

**Description** Increases the number of Spell Points the Hero regenerates each day.

**Basic** Spell point regeneration is increased by two points per day.

**Advanced** Spell point regeneration is increased by three points per day.

**Expert** Spell point regeneration is increased by four points per day.

If you are going to send a powerful spellcaster on an extended campaign into enemy territory, this skill is a must.



### *Scholar*

**Description** Allows the Hero to exchange spells with other Heroes during trading sessions. Spell exchange occurs automatically when the Hero trade screen appears. The Hero learns spells he or she doesn't know and teaches spells unknown to the Hero whom was traded with.

**Basic** Teach and learn spells second level and below.

**Advanced** Teach and learn spells of third level and below.

**Expert** Teach and learn spells of fourth level and below.

A Spellcaster with Scholar can act as a sort of "spell library" for other Heroes. Such a Hero is particularly useful on larger maps, and can be used to give spells to otherwise cloistered garrison commanders.



## Sorcery

**Description** Increases the damaging effect of spells cast by the Hero. Effect varies depending on the spell cast.

**Basic** Effectiveness of cast spells is increased by 5 percent.

**Advanced** Effectiveness of cast spells is increased by 10 percent.

**Expert** Effectiveness of cast spells is increased by 15 percent.

This skill works well with Fire Magic or Earth Magic.



## Water Magic

**Description** Increases the effectiveness of Water Magic spells cast by the Hero.

**Basic** Water Magic spells are cast at the basic level.

**Advanced** Water Magic spells are cast at the advanced level.

**Expert** Water Magic spells are cast at the expert level.

Water Magic contains a mix of defensive, healing, and medium-strength offensive spells.



## Wisdom

**Description** Allows the Hero to learn spells beyond the second level.

**Basic** The Hero can learn third level spells and below.

**Advanced** The Hero can learn fourth level spells and below.

**Expert** The Hero can learn all spells.

If you want a Hero to have access to the more powerful spells of any school, he or she will need Wisdom.



## Other Secondary Skills



### Diplomacy

**Description** Increases the chance that wandering creatures will offer to join the Hero's army and lowers the cost of surrendering to another Hero.

**Basic** 25 percent of creatures normally fleeing from your army offer to join. Cost of surrendering is reduced by 20 percent.

**Advanced** 50 percent of creatures normally fleeing from your army offer to join. Cost of surrendering is reduced by 40 percent.

**Expert** All creatures normally fleeing from your army offer to join. Cost of surrendering is reduced by 60 percent.

This skill is most useful in scenarios with a lot of wandering monsters. Its use requires the Hero who has it to travel with a powerful army.



### Estates

**Description** The Hero produces gold for his or her player's resource pool.

**Basic** 125 gold per day is generated.

**Advanced** 250 gold per day is generated.

**Expert** 500 gold per day is generated.

The Estates skill is most useful on maps where resources are hard to find.



### Learning

**Description** Increases the amount of experience the Hero gains from combat.

**Basic** Earned experience is increased by 5 percent.

**Advanced** Earned experience is increased by 10 percent.

**Expert** Earned experience is increased by 15 percent.

The experience point bonus offered by this skill, particularly at the basic and advanced levels, takes a long time to show a benefit. Therefore, it's most useful in longer games.





## Logistics

**Description** Hero's land movement range is increased.

**Basic** Range is increased by 10 percent.

**Advanced** Range is increased by 20 percent.

**Expert** Range is increased by 30 percent.

This skill is good to give to your generals—who may be burdened with a slow but powerful troop stack—and your scouts.



## Navigation

**Description** Increases the Hero's movement range over water in boats.

**Basic** Water range is increased by 50 percent.

**Advanced** Water range is increased by 100 percent.

**Expert** Water range is increased by 150 percent.

The usefulness of this skill directly relates to how much boat travel is involved in a given scenario.



## Pathfinding

**Description** Reduces the movement penalty suffered by the Hero when moving over rough terrain.

**Basic** See Chapter 4, "The Land."

**Advanced** See Chapter 4.

**Expert** See Chapter 4.

Rough terrain can really drag your Heroes down. Give this skill to your scouts and generals on maps with a lot of rugged ground.





## Scouting

**Description** Increases the Hero's view radius, which expands the area of the Adventure Map revealed as the Hero travels into unknown territory.

**Basic Hero's** view radius is increased by one square.

**Advanced** Hero's view radius is increased by two squares.

**Expert** Hero's view radius is increased by three squares.

This skill is of greatest value early on in the game, when the majority of the map is shrouded.

### Secondary Skill Level Advancements

When a Hero advances in level, you are given a choice of two secondary skill advancements. Each choice will either give the Hero a new skill or bump the expertise of a known skill to the next level. This table indicates the chance that any given skill will be offered to a Hero of a particular class.

Table 2-4. Secondary Skill Level Advancement

SKILL NAME	BARBARIAN	KNIGHT	OVERLORD	RANGER	HERETIC	BEASTMASTER	ALCHEMIST	DEATH KNIGHT
Air Magic	3	3	1	1	2	1	4	2
Archery	7	5	6	8	6	7	5	5
Armorer	6	5	6	8	7	10	6	5
Artillery	8	5	8	6	5	8	4	5
Ballistics	8	8	7	4	6	6	6	7
Diplomacy	1	4	3	4	4	1	3	2
Eagle Eye	2	2	1	2	2	1	3	4
Earth Magic	3	2	3	3	3	3	3	4
Estates	2	6	4	2	3	1	4	0
Fire Magic	2	1	2	0	4	0	1	1
First Aid	1	2	1	3	1	6	2	0
Intelligence	1	1	1	2	2	1	4	5
Leadership	5	10	8	6	3	5	3	0
Learning	4	4	4	4	4	4	10	4
Logistics	7	5	8	5	10	8	6	5
Luck	3	3	1	6	2	2	1	1
Mysticism	3	2	3	3	2	2	4	4
Navigation	2	8	4	3	4	8	3	8
Necromancy	1	0	1	0	4	1	4	10
Offense	10	7	8	5	7	5	6	7
Pathfinding	8	4	5	7	4	8	4	4
Resistance	6	5	6	10	6	5	5	5
Scholar	1	1	1	1	2	1	3	2
Scouting	8	4	5	7	5	7	4	4
Sorcery	1	1	2	2	3	1	3	4
Tactics	7	7	10	5	6	6	4	5
Water Magic	0	4	0	2	1	2	2	3
Wisdom	2	3	3	3	4	2	5	6
*Total	112	112	112	112	112	112	112	112



BATTLE MAGE	DEMONIAC	CLERIC	NECROMANCER	DRUID	WITCH	WARLOCK	WIZARD
4	3	4	3	2	2	2	5
4	4	3	2	5	3	2	2
4	4	3	2	3	4	1	1
4	4	2	3	1	2	1	1
6	6	4	5	4	4	6	4
3	3	7	4	4	2	4	4
5	4	6	7	7	10	8	8
3	4	3	5	4	4	4	4
1	1	3	3	3	1	5	5
2	5	2	2	1	1	3	2
4	5	10	0	7	8	6	7
5	6	6	7	7	7	8	10
4	1	2	0	2	1	3	4
4	4	4	4	4	4	4	4
10	3	4	4	5	3	2	2
2	2	5	1	10	4	2	4
4	10	4	6	6	8	8	8
0	2	5	5	2	6	4	1
2	4	0	10	0	4	4	0
7	4	4	3	1	2	1	1
4	3	2	6	5	2	2	2
4	3	2	1	1	0	0	0
4	5	6	6	8	7	8	9
4	3	3	2	2	2	2	2
6	6	5	7	6	8	10	8
5	4	2	2	1	2	1	1
1	2	4	4	3	3	1	3
6	7	7	8	8	8	10	10
112	112	112	112	112	112	112	112

**\*Note:** These numbers represent the chance out of 112 that a given skill will appear.

# The Hero Classes

Each of the eight town types has two associated Hero types—one that specializes in *might* and one that specializes in *magic*. That's a total of 16 different Hero types! Which Heroes you choose to recruit depends on your play style and a scenario's strategic situation.

Each Hero class has eight individual heroes, each with their own starting secondary skills, special ability, and between one and three troop stacks. When heroes who have retreated from battle appear in a tavern, they'll always have at least the first stack listed for them. If there's a second stack listed, it has a 88 percent chance of appearing. The third has a 25 percent chance.

## Alchemist

### Starting Stats

**Attack:** 1

**Defense:** 1

**Power:** 2

**Knowledge:** 2

**Primary Town:** Tower

In theory, Alchemists are the Heroes of might associated with tower towns. Note, however, that their Power and Knowledge skills start higher than their Attack and Defense. Further, while they *do* advance faster in Attack and Defense, their Power and Knowledge never lag far behind.

This balance is also reflected in their secondary skill advancement. The only skill they're particularly likely to get is Learning; otherwise, you'll most likely be offered a mixed stew of skill choices.

### Summary

You probably won't be able to make an Alchemist strong at any one category of skills, but that doesn't mean you should advance them willy-nilly. Take advantage of their dual nature and give them a mix of spellcasting and combat skills. While they won't dominate at either, they are the kind of combat leaders that lend strength to their troops and have one or two good spells up their sleeves.



Table 2-5. *Individual Alchemists*

Portrait	Name	Secondary Skill(s)	Stack 1	Stack 2	Stack 3	Specialty
	Fafner	Basic Scholar, Basic Resistance	50–75 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Fafner increases the Attack and Defense skills of any Nagas or Naga Queens he commands for each level he attains after 6th level.
	Iona	Basic Scholar, Basic Intelligence	50–75 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Iona increases the Attack and Defense skills of any Genies or Master Genies she commands for each level she attains after 5th level.
	Neela	Basic Scholar, Basic Armorer	50–75 Gremlins	4 Stone Gargoyles	2–3 Iron Golems	Neela receives a 5% per level bonus to her Armorer skill percentage.
	Piquedram	Basic Mysticism, Basic Scouting	3–5 Stone Gargoyles	3–5 Stone Gargoyles	3–5 Stone Gargoyles	Piquedram increases the Attack and Defense skills of any Stone or Obsidian Gargoyles he commands for each level he attains after 2nd level.
	Josephine	Basic Mysticism, Basic Sorcery	50–75 Gremlins	2 Iron Golems	2–3 Iron Golems	Josephine increases the Attack and Defense skills of any Stone or Iron Golems she commands for each level she attains after 3rd level.
	Rissa	Basic Mysticism, Basic Offense	50–75 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Rissa is able to produce 1 additional mercury per day for the kingdom she serves.
	Thane	Advanced Scholar	50–70 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Thane increases the Attack and Defense skills of any Genies or Master Genies he commands for each level he attains after 5th level.
	Torosar	Basic Mysticism, Basic Tactics	50–75 Gremlins	1 Ballista	2–3 Iron Golems	Torosar increases the Attack and Defense skill of any Ballista under his command for each level he attains after 4th level.

## Barbarian

### Starting Stats

**Attack:** 4

**Defense:** 0

**Power:** 1

**Knowledge:** 1

**Primary Town:** Stronghold









The Barbarian is the purest of the might-oriented Heroes, as in “might makes right.” They start out with the highest Attack skill of any Hero class, and advance in it the fastest. With weaker defensive and magical capabilities, battling Barbarians must have their armies close and decimate their opponents quickly.

Their specialization in the purely offensive carries over to their secondary skill advancement. The skill you are most likely offered when they advance levels is Offense, followed by Ballistics, Artillery, and two field skills—Scouting and Pathfinding. They also have a good chance to advance in Archery, Tactics, Logistics, Armorer, and Resistance. They have little or no chance to advance in spellcasting skills.

### Summary

Level for level, the Barbarian has the highest Attack skill of any Hero type. If you run one, you might as well make the most of this fact and advance his or her strongest offensive skills—Offense, Artillery (make sure they have a ballista), Archery, and Tactics. The Resistance skill increases the late-game effectiveness of Barbarians against high-level Spellcasters. Armorer is a good choice, too; Barbarians *eventually* gain a decent Defense skill level. Naturally avoid advancing their spellcasting ability. They'll never be that good at it.

Table 2-6. Individual Barbarians

PORTRAIT	NAME	SECONDARY SKILL(S)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Crag Hack	Advance Offense	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Crag Hack receives a 5% per level bonus to his Offense skill percentage.
	Gretchin	Basic Offense, Basic Pathfinding	15–25 Goblins	15–25 Goblins	15–75 Goblins	Gretchin increases the Attack and Defense skills of any Goblins or Hobgoblins she commands for each level she attains after 1st level.
	Gurnisson	Basic Offense, Basic Artillery	15–25 Goblins	1 Ballista	4–6 Orcs	Gurnisson increases the Attack and Defense skill of any Ballista under his command for each level he attains after 4th level.
	Jabarkas	Basic Offense, Basic Archery	15–25 Goblins	4–6 Orcs	4–6 Orcs	Jabarkas increases the Attack and Defense skills of any Orcs or Orc Chieftains he commands for each level he attains after 3rd level.
	Krellion	Basic Offense, Basic Resistance	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Krellion increases the Attack and Defense skills of any Ogres or Ogre Magi he commands for each level he attains after 4th level.
	Shiva	Basic Offense, Basic Scouting	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Shiva increases the Attack and Defense skills of any Rocs or Thunderbirds she commands for each level she attains after 5th level.
	Tyraxor	Basic Offense, Basic Tactics	5–7 Wolf Riders	5–7 Wolf Riders	5–7 Wolf Riders	Tyraxor increases the Attack and Defense skills of any Wolf Riders or Raiders he commands for each level he attains after 2nd level.
	Yog	Basic Offense, Basic Ballistics	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Yog increases the Attack and Defense skills of any Cyclopes or Cyclops Kings he commands for each level he attains after 6th level.

## Battle Mage

### Starting Stats

**Attack:** 2

**Defense:** 1

**Power:** 1

**Knowledge:** 1

**Primary Town:** Stronghold

The Battle Mage is the Hero of magic native to stronghold towns. The strongholds are the towns least useful to spellcasting Heroes because their mage guilds cannot be built past level 3. This condition is reflected in the Battle Mage who is the least magic specialized of any of the spellcasters. At early levels, Attack actually advances slightly faster than other skills. At higher levels, each skill has an equal chance of advancing.

Among the secondary skills, the Battle Mage is more likely to advance in Logistics and Offense than in any magic-oriented skill. Wisdom, Sorcery, and Ballistics follow. After that, the hero has a very even chance of being offered a similar mix of magic and combat skills.

### Summary

Battle Mages' even primary skill advancement makes them a weaker Hero type at lower levels, but very strong at higher levels. Armies lead by high level Battle Mages gain both solid Attack and Defense bonuses and the backup of effective spellcasting. To reinforce this effect, you must be very careful about how you advance your Battle Mages' secondary skills. You will probably not be able to avoid getting Logistics, but avoid gaining other miscellaneous skills. Wisdom, Sorcery, Ballistics, and Offense will work well also. Beyond that, be sure to take one or two magic school skills and other magic or combat skills.



Table 2-7. Individual Battle Mages

PORTRAIT	NAME	SECONDARY SKILL(S)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Dessa	Basic Wisdom, Basic Logistics	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Dessa receives a 5% per level bonus to his Logistics skill percentage.
	Gird	Advanced Wisdom	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Gird receives a 5% per level bonus to her Sorcery skill percentage.
	Gundula	Basic Wisdom, Basic Offense	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Gundula receives a 5% per level bonus to her Offense skill percentage.
	Oris	Basic Wisdom, Basic Eagle Eye	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Oris receives a 5% per level bonus to her Eagle Eye skill percentage.
	Saurug	Basic Wisdom, Basic Resistance	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Saurug is able to produce 1 additional gem per day for the kingdom he serves.
	Terek	Basic Wisdom, Basic Tactics	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Terek's proficiency with the Haste spell allows him to cast it with increased effect, based on his level compared to the level of the target unit (the bonus is greater when used on weaker units).
	Vey	Basic Wisdom, Basic Leadership	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Vey increases the Attack and Defense skills of any Ogres or Ogre Magi he commands for each level he attains after 4th level.
	Zubin	Basic Wisdom, Basic Artillery	15–25 Goblins	5–7 Wolf Riders	4–6 Orcs	Zubin's proficiency with the Precision spell allows him to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).

## Beastmaster

### Starting Stats

**Attack:** 0

**Defense:** 4

**Power:** 1

**Knowledge:** 1

**Primary Town:** Fortress

The Beastmaster Hero type's situation is similar to the Barbarian's except that the roles of their respective Defense and Attack skills are reversed. Beastmasters specialize in the Defense skill, both starting with a higher value and advancing in it more quickly than any other Hero. Over the long run, they'll build up a reasonable Attack skill, but poorer Power and Knowledge stats.

Their main secondary skill—no surprise—is Armorer. After that, they have a good chance to advance in a mix of field and combat skills—Artillery, Logistics, Navigation, Pathfinding, Scouting, and Archery. As you might expect, their chances of becoming master Spellcasters are quite low.

### Summary

On the battlefield it's better to have a high Attack skill than it is to have a high Defense. The exception to this is for the defender during siege combat where it's difficult for attackers to close, and attacking-side ranged attacks take a massive penalty. With this in mind, the Beastmaster class members make superior garrison commanders, especially when they're backed up with a good number of range attack troops. Advance your Beastmasters best by giving them supporting roles as scouts and troop transports. When they gain levels, give them Armorer, Archery, and field-related Scout skills.

Table 2-8. Individual Beastmasters

PORTRAIT	NAME	SECONDARY SKILL(s)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Alkin	Basic Armorer, Basic Offense	10–20 Gnolls	4–7 Lizardmen	2–4 Serpent Flies	Alkin increases the Attack and Defense skills of any Gorgons or Mighty Gorgons he commands for each level he attains after 5th level.
	Broghild	Basic Armorer, Basic Scouting	10–20 Gnolls	4–7 Lizardmen	2–4 Serpent Flies	Broghild increases the Attack and Defense skills of any Wyverns or Wyvern Monarchs he commands for each level he attains after 6th level.
	Bron	Basic Armorer, Basic Resistance	10–20 Gnolls	4–7 Lizardmen	2–4 Serpent Flies	Bron increases the Attack and Defense skills of any Basilisks or Greater Basilisks he commands for each level he attains after 4th level.
	Drakon	Basic Armorer, Basic Leadership	10–20 Gnolls	10–20 Gnolls	10–20 Gnolls	Drakon increases the Attack and Defense skills of any Gnolls or Gnoll Marauders he commands for each level he attains after 1st level.
	Gerwulf	Basic Armorer, Basic Artillery	10–20 Gnolls	1 Ballista	2–4 Serpent Flies	Gerwulf increases the Attack and Defense skill of any Ballista under his command for each level he attains after 4th level.
	Korbac	Basic Armorer, Basic Pathfinding	10–20 Gnolls	2–4 Serpent Flies	2–4 Dragon Flies	Korbac increases the Attack and Defense skills of any Serpent or Dragon Flies he commands for each level he attains after 3rd level.
	Tazar	Advanced Armorer	10–20 Gnolls	4–7 Lizardmen	2–4 Serpent Flies	Tazar receives a 5% per level bonus to his Armorer skill percentage.
	Wystan	Basic Armorer, Basic Archery	4–7 Lizardmen	4–7 Lizardmen	4–7 Lizardmen	Wystan increases the Attack and Defense skills of any Lizardmen or Lizard Warriors he commands for each level he attains after 2nd level.

## Cleric

### *Starting Stats*

**Attack:** 1

**Defense:** 0

**Power:** 2

**Knowledge:** 2

**Primary Town:** Castle

Although Clerics advance their magic skills more quickly than some of the more evenly balanced characters, they pick up a good dose of combat skill as they go along. Particularly at higher levels, this means that armies lead by Clerics need not rely solely on their commanders' ability to blast the enemies.

In terms of secondary skills, Clerics get offered a very wide range of options. They're most likely to be offered First Aid (make sure they each have a First Aid Tent), which is the only battlefield useful skill they can readily learn. Diplomacy, Wisdom, Intelligence, Eagle Eye, and Scholar are next; and they have a fair chance of picking up general magic school expertise.

### *Summary*

By developing a Cleric's Eagle Eye, Wisdom, and Scholar secondary skills, you can make a Hero capable of acquiring a wide range of spells and then teaching them to your other Heroes. If your strategy is very focused on spellcasting, then this could be quite useful. Otherwise, tack on Intelligence to the list, drop Scholar, pick up expertise in a magic school or two, and you can create a spellcaster with a lot of spells and a lot of Spell Points to power them with.

Table 2-9. Individual Clerics

PORTRAIT	NAME	SECONDARY SKILL(s)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Adela	Basic Wisdom, Basic Diplomacy	10–20 Pikemen	4–7 Archers	2–3 Griffins	Adela's proficiency with the Bless spell allows her to cast it with increased effect, based on her level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Adelaide	Advanced Wisdom	10–20 Pikemen	4–7 Archers	2–3 Griffins	Adelaide's proficiency with the Frost Ring spell allows her to cast it with increased effect, based on her level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Caitlin	Basic Wisdom, Basic Intelligence	10–20 Pikemen	4–7 Archers	2–3 Griffins	Caitlin's presence allows the kingdom she serves to receive an additional 350 gold per day.
	Cuthbert	Basic Wisdom, Basic Estates	10–20 Pikemen	4–7 Archers	2–3 Griffins	Cuthbert's proficiency with the Weakness spell allows him to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Ingham	Basic Wisdom, Basic Mysticism	10–20 Pikemen	4–7 Archers	2–3 Griffins	Ingham increases the Attack and Defense skills of any Monks or Zealots he commands for each level he attains after 5th level.
	Loynis	Basic Wisdom, Basic Learning	10–20 Pikemen	4–7 Archers	2–3 Griffins	Loynis's proficiency with the Prayer spell allows him to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Rion	Basic Wisdom, Basic First Aid	10–20 Pikemen	4–7 Archers	2–3 Griffins	Rion receives a 5% per level bonus to his First Aid skill.
	Sanya	Basic Wisdom, Basic Eagle Eye	10–20 Pikemen	4–7 Archers	2–3 Griffins	Sanya receives a 5% per level bonus to her Eagle Eye skill percentage.

## Death Knight

### Starting Stats

**Attack:** 1

**Defense:** 2

**Power:** 2

**Knowledge:** 1

**Primary Town:** Necropolis

The phrase “Death Knight” probably doesn’t conjure up a thought like “extremely well-balanced,” but here it’s the case. As they advance, they gain primary skills with only a slight edge given over to Attack and Defense. Above the tenth level, they have an equal chance of gaining each skill.

Death Knights specialize in their ultimate role—they exist to lead armies of the undead. They start with Necromancy, which is also the skill they’ll most often be offered. Other than that, only Navigation, Offense, and Ballistics have a high chance of appearing. Past these skills, Death Knights will be offered a wide range of offensive and magic skills.

### Summary

Like Necromancers, Death Knights are tied into their common native city, the necropolis, which is the only city that produces undead creatures. Mixing undead and living creatures in an army lowers the army’s morale, so be careful playing Death Knights; their Necromancy skill produces undead skeletons. Whether or not you take Navigation depends on how much water is in a given scenario. Beyond that, make the most of the Death Knight’s dualistic nature and develop a balance of combat and spellcasting skills.



Table 2-10. Individual Death Knights

PORTRAIT	NAME	SECONDARY SKILL(S)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Charna	Basic Necromancy, Basic Tactics	20–30 Skeletons	4–6 Wights	4–6 Wights	Charna increases the Attack and Defense skills of any Wights or Wraiths she commands for each level she attains after 3rd level.
	Clavius	Basic Necromancy, Basic Offense	20–30 Skeletons	4–6 Zombies	4–6 Wights	Clavius's presence allows the kingdom he serves to receive an additional 350 gold per day.
	Galthran	Basic Necromancy, Basic Armorer	20–30 Skeletons	20–30 Skeletons	20–30 Skeletons	Galthran increases the Attack and Defense skills of any Skeletons or Skeleton Warriors he commands for each level he attains after 1st level.
	Isra	Advanced Necromancy	20–30 Skeletons	4–6 Zombies	4–6 Wights	Isra receives a 5% per level bonus to her Necromancy skill percentage.
	Moander	Basic Necromancy, Basic Learning	20–30 Skeletons	4–6 Zombies	4–6 Wights	Moander increases the Attack and Defense skills of any Liches or Power Liches he commands for each level he attains after 5th level.
	Tamika	Basic Necromancy, Basic Offense	20–30 Skeletons	4–6 Zombies	4–6 Wights	Tamika increases the Attack and Defense skills of any Black Knights or Dread Knights she commands for each level she attains after 6th level.
	Straker	Basic Necromancy, Basic Resistance	4–6 Zombies	4–6 Zombies	4–6 Zombies	Straker increases the Attack and Defense skills of any Walking Dead or Zombies he commands for each level he attains after 2nd level.
	Vokial	Basic Necromancy, Basic Artillery	20–30 Skeletons	4–6 Zombies	4–6 Wights	Vokial increases the Attack and Defense skills of any Vampires or Vampire Lords he commands for each level he attains after 4th level.

## **Demoniac**

### **Starting Stats**

**Attack:** 2

**Defense:** 2

**Power:** 1

**Knowledge:** 1



**Primary Town:** Inferno

Oddly, the Demoniac highest starting stat is Attack which then develops, along with Defense, more slowly than both Power and Knowledge. Throughout their advancement, their primary skills balance out on a 60/40 split in favor of magic skill. This split is reflected in their secondary skill mix. Demoniacs are most often offered Mysticism, followed by the other spellcasting skills—Wisdom, Intelligence, and Sorcery—and Ballistics. After that expect to be offered pretty much anything, a fact somewhat mitigated because of their unusually high chance of advancing their magic school skills.

### **Summary**

A Spellcaster with Mysticism, Wisdom, Intelligence, and Sorcery is pumped up indeed. If you can build a Demoniac with these skills, you have a very solid Hero on your hands. Not only can the demoniac cast with the best of them, he or she also offers solid support to following troops. Because of the wide range of skills you'll be offered, however, it might not be possible to create such a Hero. Still, it's an ideal to shoot for.

Table 2-1 I. *Individual Demoniacs*

PORTRAIT	NAME	SECONDARY SKILL(s)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Calh	Basic Archery, Basic Scouting	4–7 Gogs	4–7 Gogs	4–7 Gogs	Calh increases the Attack and Defense skills of any Gogs or Magogs he commands for each level he attains after 2nd level.
	Fiona	Advanced Scouting	15–25 Imps	3–4 Hell Hounds	3–4 Hell Hounds	Fiona increases the Attack and Defense skills of any Hell Hounds or Cerberi she commands for each level she attains after 3rd level.
	Ignatius	Basic Tactics, Basic Resistance	15–25 Imps	15–25 Imps	15–25 Imps	Ignatius increases the Attack and Defense skills of any Imps or Familiars he commands for each level he attains after 1st level.
	Marius	Advanced Armorer	15–25 Imps	4–7 Gogs	3–4 Hell Hounds	Marius increases the Attack and Defense skills of any Demons or Horned Demons she commands for each level she attains after 4th level.
	Nymus	Advance Offense	15–25 Imps	4–7 Gogs	3–4 Hell Hounds	Nymus increases the Attack and Defense skills of any Pit Fiends or Lords she commands for each level she attains after 5th level.
	Octavia	Basic Scholar, Basic Offense	15–25 Imps	4–7 Gogs	3–4 Hell Hounds	Octavia's presence allows the kingdom she serves to receive an additional 350 gold per day.
	Pyre	Basic Logistics, Basic Artillery	15–25 Imps	1 Ballista	3–4 Hell Hounds	Pyre increases the Attack and Defense skill of any Ballista under her command for each level she attains after 4th level.
	Rashka	Basic Scholar, Basic Wisdom	15–25 Imps	4–7 Gogs	3–4 Hell Hounds	Rashka increases the Attack and Defense skills of any Efreet or Efreet Sultans he commands for each level he attains after 6th level.

### Druid

#### Starting Stats

**Attack:** 0

**Defense:** 2

**Power:** 1

**Knowledge:** 2

**Primary Town:** Rampart

Although Druids start off with a mix of combat and spellcasting skills, their Power and Knowledge skills will rapidly outstrip Defense and Attack. This effect isn't as extreme as with the witch, warlock, and wizard, but "magic" is definitely where this class's primary skills are focused.

The druid is most likely to gain the Luck skill, which is highly combat-oriented. After that come Wisdom, Scholar, First Aid, Eagle Eye, and Intelligence, followed by a mix of scouting, combat, and magic skills. For a spellcasting class, Druids have a low chance of advancing their spell school skills.

#### Summary

You may find it difficult to develop a truly stellar Druid. The Luck skill is great, but really works best in combination with a Hero's Attack and other leveraging combat skills—things difficult to build into Druid development. It can all work out if you find a way to make them more effective in combat, say with Attack-enhancing artifacts. Intelligence and Wisdom are musts for the class. Pick up those spell school offerings when they appear.

Table 2-12. Individual Druids

PORTRAIT	NAME	SECONDARY SKILL(S)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Aeris	Basic Wisdom, Basic Scouting	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Aeris increases the Attack and Defense skills of any Pegasi or Silver Pegasi he commands for each level he attains after 4th level.
	Alagar	Basic Wisdom, Basic Sorcery	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Alagar's proficiency with the Ice Bolt spell allows him to cast it with increased effect, based on his level compared to the level of the target unit (the bonus is greater when used on weaker units).
	Coronius	Basic Wisdom, Basic Scholar	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Coronius's proficiency with the Slayer spell allows him to cast it with increased effect, based on his level compared to the level of the target unit (the bonus is greater when used on weaker units).
	Elleshar	Basic Wisdom, Basic Intelligence	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Elleshar receives a 5% per level bonus to his Intelligence skill percentage.
	Gem	Basic Wisdom, Basic First Aid	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Gem receives a 5% per level bonus to her First Aid skill.
	Malcom	Basic Wisdom, Basic Eagle Eye	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Malcom receives a 5% per level bonus to his Eagle Eye skill percentage.
	Melodia	Basic Wisdom, Basic Luck	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Melodia's proficiency with the Fortune spell allows her to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Uland	Advance Wisdom, Basic Ballistics	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Uland's proficiency with Cure spell allows him to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).

## Heretic

### Starting Stats

**Attack:** 1

**Defense:** 1

**Power:** 2

**Knowledge:** 1

**Primary Town:** Inferno

The Heretic is the might-oriented Hero of the inferno town, but really has the potential to develop into a wide variety of roles. At early levels, Attack and Defense rise most quickly as you would expect, but after level 10, each of the four skills has an equal chance of advancing.

Heretics are most likely to be offered Logistics, followed by Offense, Armorer, Archery, Tactics, Ballistics, and Resistance. Beyond that, there is an offering of magic-based skills with a high likelihood of being offered magic school skills. Despite Logistics' number one rating, you'll see other scouting skills less frequently.

### Summary

Because they'll most probably gain the speed boost of Logistics, recruit a Heretic as an early-game scout. By mid-game, you can develop him or her into a capable general and make him or her particularly well-suited for attacking fortified towns by advancing his or her Offense, Armorer, Resistance, and Ballistics skills.



Table 2-13. Individual Heretics

PORTRAIT	NAME	SECONDARY SKILL(S)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Ash	Basic Wisdom, Basic Eagle Eye	15–25 Imps	4–7 gogs	3–4 Hell Hounds	Ash's proficiency with the Bloodlust spell allows her to cast it with increased effect, based on her level compared to the level of the target unit (the bonus is greater when used on weaker units).
	Axis	Basic Wisdom, Basic Mysticism	15–25 Imps	4–7 gogs	3–4 Hell Hounds	Axis receives a 5% per level bonus to his Mysticism skill.
	Ayden	Basic Intelligence, Basic Wisdom	15–25 Imps	4–7 gogs	3–4 Hell Hounds	Ayden receives a 5% per level bonus to his Intelligence skill percentage.
	Calid	Basic Wisdom, Basic Learning	15–25 Imps	4–7 gogs	3–4 Hell Hounds	Calid is able to produce 1 additional sulfur per day for the kingdom she serves.
	Olema	Basic Wisdom, Basic Ballistics	15–25 Imps	4–7 gogs	3–4 Hell Hounds	Olema's proficiency with the Weakness spell allows her to cast it with increased effect, based on her level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Xarfax	Basic Wisdom, Basic Leadership	15–25 Imps	4–7 gogs	3–4 Hell Hounds	Xarfax's proficiency with the Fireball spell allows him to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Xyron	Basic Wisdom, Basic Scholar	15–25 Imps	4–7 gogs	3–4 Hell Hounds	Xyron's proficiency with the Inferno spell allows him to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Zydar	Basic Wisdom, Basic Sorcery	15–25 Imps	4–7 gogs	3–4 Hell Hounds	Zydar receives a 5% per level bonus to his Sorcery skill percentage.

## *Knight*

### *Starting Stats*

**Attack:** 2

**Defense:** 2

**Power:** 1

**Knowledge:** 1

**Primary Town:** Castle

Unlike the Barbarian and Beastmaster, who specialize in Attack and Defense respectively, the Knight is a balanced Hero of might. Knights start out with good Attack and Defense, and these stats rise in equal measure as they advance. At higher levels, Knights will begin to pick up Power and Knowledge, though still not as quickly as combat ability.

Leadership is the secondary skill that Knights will be offered most. This skill is followed by Navigation, and then a short list of combat skills—Ballistics, Tactics, and Offense. Although they have a good chance of picking up magic school skills (particularly Water Magic), they're unlikely to learn other magic skills like Wisdom, Scholar, and Sorcery, which tends to limit their advancement as Spellcasters.

### *Summary*

Knights can develop into solid leaders of armies, but don't often pick up devastating combat magic. Keep this in mind by giving them troops that can engage the enemy quickly. Develop Leadership and build Knight armies from only one or two town types so you can take advantage of the morale boost. Develop Navigation if water travel is important in a given scenario.

Table 2-14. Individual Knights

PORTRAIT	NAME	SECONDARY SKILL(s)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Christian	Basic Leadership, Basic Artillery	10–20 Pikemen	1 Ballista	2–3 Griffins	Christian increases the Attack and Defense skill of any Ballista under his command for each level he attains after 4th level.
	Edric	Basic Leadership, Basic Armorer	10–20 Pikemen	2–3 Griffins	2–3 Griffins	Edric increases the Attack and Defense skills of any Griffins or Royal Griffins he commands for each level he attains after 3rd level.
	Lord Haart	Basic Leadership, Basic Estates	10–20 Pikemen	4–7 Archers	2–3 Griffins	Lord Haart receives a 5% per level bonus to his Estates skill.
	Orrin	Basic Leadership, Basic Archery	10–20 Pikemen	4–7 Archers	2–3 Griffins	Orrin receives a 5% per level bonus to his Archery skill percentage.
	Sorsha	Basic Leadership, Basic Offense	10–20 Pikemen	4–7 Archers	2–3 Griffins	Sorsha increases the Attack and Defense skills of any Swordsmen or Crusaders she commands for each level she attains after 4th level.
	Sylvia	Basic Leadership, Basic Navigation	10–20 Pikemen	4–7 Archers	2–3 Griffins	Sylvia receives a 5% per level bonus to her Navigation skill percentage.
	Tyris	Basic Leadership, Basic Tactics	10–20 Pikemen	4–7 Archers	2–3 Griffins	Tyris increases the Attack and Defense skills of any Cavaliers or Champions she commands for each level she attains after 6th level.
	Valeska	Basic Leadership, Basic Archery	4–7 Archers	4–7 Archers	4–7 Archers	Valeska increases the Attack and Defense skills of any Archers or Marksmen she commands for each level she attains after 2nd level.

## Necromancer

### Starting Stats

**Attack:** 1

**Defense:** 0

**Power:** 2

**Knowledge:** 2

**Primary Town:** Necropolis

The Necromancer's Power and Knowledge advance together quickly at lower levels. Above the tenth level, however, all four skills have an equal chance of advancing. What this means over the long run is that Necromancers end up with a balance of combat and magic skills.

At the secondary skill level, however, Necromancers will most often be offered magic skills, starting naturally with Necromancy (which they all start with), followed by Wisdom, Eagle Eye, Intelligence, Sorcery, Mysticism, and Scholar. Among the magic school skills, Earth Magic is easiest for them to advance.

### Summary

Like Death Knights, Necromancers are very connected to the necropolis town type. All Necromancers start with Necromancy; advance this skill when you get the opportunity. This also means that Necromancer troops should all be undead to avoid the morale penalty of mixing undead and living creatures. They won't get offered too many combat skills, so develop their potential as Spellcasters. Leave a slot open for Earth Magic. Earth Magic spells are powerful in combat and include Protection from Air, Animate Dead, and Death Ripple—all of which leverage the effectiveness of a completely undead army.

Table 2-15. Individual Necromancers

PORTRAIT	NAME	SECONDARY SKILL(S)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Aislinn	Basic Necromancy, Basic Wisdom	20–30 Skeletons	4–6 Zombies	4–6 Wights	Aislinn's proficiency with the Meteor Shower spell allows her to cast it with increased effect, based on her level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Nagash	Basic Necromancy, Basic Intelligence	20–30 Skeletons	4–6 Zombies	4–6 Wights	Nagash's presence allows the kingdom he serves to receive an additional 350 gold per day.
	Nimbus	Basic Necromancy, Basic Eagle Eye	20–30 Skeletons	4–6 Zombies	4–6 Wights	Nimbus receives a 5% per level bonus to his Eagle Eye skill percentage.
	Sandro	Basic Necromancy, Basic Sorcery	20–30 Skeletons	4–6 Zombies	4–6 Wights	Sandro receives a 5% per level bonus to his Sorcery skill percentage.
	Septienna	Basic Necromancy, Basic Scholar	20–30 Skeletons	4–6 Zombies	4–6 Wights	Septienna's proficiency with the Death Ripple spell allows her to cast it with increased effect, based on her level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Thant	Basic Necromancy, Basic Mysticism	20–30 Skeletons	4–6 Zombies	4–6 Wights	Thant's proficiency with the Animate Dead spell allows him to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Vidomina	Advanced Necromancy	20–30 Skeletons	4–6 Zombies	4–6 Wights	Vidomina receives a 5% per level bonus to her Necromancy skill percentage.
	Xsi	Basic Necromancy, Basic Learning	20–30 Skeletons	4–6 Zombies	4–6 Wights	Xsi's proficiency with the Stone Skin spell allows her to cast it with increased effect, based on her level as compared to the level of the target unit (the bonus is greater when used on weaker units).

## *Overlord*

### *Starting Stats*

**Attack:** 2

**Defense:** 2

**Power:** 1

**Knowledge:** 1

**Primary Town:** Dungeon

Overlords are the dungeon town's Heroes of might. Their primary stat is Attack followed closely by Defense, and then not so closely by Power and Knowledge. For this reason, Overlord armies must rely more on their combat skills than on their masters' Spellcasting abilities.

Tactics is the number one skill of the Overlord Hero type. It's followed nicely by Leadership, Offense, Artillery, Ballistics, and Logistics. Overlords also are likely to be offered Archery, Armorer, and Resistance. On the magic front, Overlords have little chance of picking up magic school skills or those that enhance magical use.

### *Summary*

It's relatively easy to develop an offense-oriented Overlord. The combination of Tactics, Leadership, and Offense makes for a devastating first couple of combat rounds to the opposing armies. On larger maps, Logistics is a good skill to develop, and Resistance will help an Overlord in later rounds when facing high-level Spellcasters.



Table 2-16. Individual Overlords

PORTRAIT	NAME	SECONDARY SKILL(S)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Ajit	Basic Leadership, Basic Resistance	30–40 Troglodytes	3–4 Beholders	3–4 Beholders	Ajit increases the Attack and Defense skills of any Beholders or Evil Eyes he commands each level he attains after 2nd level.
	Arlach	Basic Offense, Basic Artillery	30–40 Troglodytes	1 Ballista	3–4 Beholders	Arlach increases the Attack and Defense skill of any Ballista under his command for each level he attains after 4th level.
	Dace	Basic Tactics, Basic Offense	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Dace increases the Attack and Defense skills of any Minotaurs or Minotaur Kings he commands for each level he attains after 5th level.
	Damacon	Advanced Offense	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Damacon's presence allows the kingdom he serves to receive an additional 350 gold per day.
	Gunnar	Basic Tactics, Basic Logistics	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Gunnar receives a 5% per level bonus to his Logistics skill percentage.
	Lorelei	Basic Leadership, Basic Scouting	4–6 Harpies	4–6 Harpies	4–6 Harpies	Lorelei increases the Attack and Defense skills of any or Harpy Hags she commands for each level she attains after 2nd level.
	Shakti	Basic Offense, Basic Tactics	30–40 Troglodytes	30–40 Troglodytes	30–40 Troglodytes	Shakti increases the Attack and Defense skills of any Troglodytes or Infernal Troglodytes he commands for each level he attains after 1st level.
	Synca	Basic Leadership, Basic Scholar	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Synca increases the Attack and Defense skills of any Manticores or Scorpicores she commands for each level she attains after 6th level.

## *Ranger*

### *Starting Stats*

**Attack:** 1

**Defense:** 3

**Power:** 1

**Knowledge:** 1

**Primary Town:** Rampart










While the Rangers' Defense skill ratings advance most quickly, they'll also gain Attack skill. Power and Knowledge skill development starts out slowly, and remains stunted even when they reach higher levels. Like Beastmasters, Rangers are combat oriented, with an emphasis on defense. Over the long run, however, rangers will have a better balance of Attack and Defense.

Rangers can't count on being able to advance their spellcasting capabilities. Rather, they most easily gain Resistance, followed by an array of combat and scouting skills—Archery, Armorer, Scouting, Pathfinding, Artillery, Leadership, Luck, Offense, Logistics, and Tactics.

### *Summary*

As far as level one characters go, Rangers, with their high starting Defense, make excellent garrison commanders. If you develop Rangers, choose to specialize them in either combat or scouting skills. As generals, they're the best leaders of ranged combat troops when their tactical situation is well supported by Resistance, Tactics, Archery, and Armorer. If you choose to make your rangers into troop transports or scouts, develop Logistics and Pathfinding to increase the distance they can travel.

Table 2-17. Individual Rangers

	NAME	SECONDARY SKILL(S)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Clancy	Basic Resistance, Basic Pathfinding	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Clancy increases the Attack and Defense skills of any Unicorns or War Unicorns he commands for each level he attains after 6th level.
	Ivor	Basic Archery, Basic Offense	12–24 Centaurs	3–6 Wood Elves	3–6 Wood Elves	Ivor increases the Attack and Defense skills of any Wood Elves or Grand Elves he commands for each level he attains after 3rd level.
	Jenova	Advanced Archery	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Jenova's presence allows the kingdom she serves to receive an additional 350 gold per day.
	Kyrre	Basic Archery, Basic Logistics	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Kyrre receives a 5% per level bonus to her Logistics skill percentage.
	Mephala	Basic Leadership, Basic Armorer	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Mephala receives a 5% per level bonus to her Armorer skill percentage.
	Ryland	Basic Leadership, Basic Diplomacy	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Ryland increases the Attack and Defense skills of any Dendroid Guards or Soldiers he commands for each level he attains after 5th level.
	Thorgrim	Advanced Magic Resistance	12–24 Centaurs	3–5 Dwarves	3–6 Wood Elves	Thorgrim receives a 5% per level bonus to his Resistance skill percentage.
	Ufretin	Basic Resistance, Basic Luck	3–5 Dwarves	3–5 Dwarves	3–5 Dwarves	Ufretin increases the Attack and Defense skills of any Dwarves or Battle Dwarves he commands for each level he attains after 2nd level.

## Warlock

### Starting Stats

**Attack:** 0

**Defense:** 0

**Power:** 3

**Knowledge:** 2

**Primary Town:** Dungeon

Warlocks are *Heroes of Might & Magic III*'s most highly specialized magic users. They start with the highest Power of any class, and this stat has a 50 percent chance of advancing at each lower level advancement. Their Knowledge will also advance rapidly, but Attack and Defense will hardly ever rise. Above the tenth level, things balance out somewhat, but Warlock magical ability will always increase far more rapidly than combat skill.

The Warlocks have two main secondary skills—Sorcery and Wisdom. They also have a very good chance of advancing Eagle Eye, Scholar, Mysticism, and Intelligence. Among the magic school skills they're most likely to pick up are Earth Magic and Fire Magic. Their ease at spellcasting skill advancement comes at the expense of combat skill acquisition.

### Summary

If your strategic thinking leans toward the concept of blasting your enemies with a wide variety of devastating spells, then the Warlock is your Hero. You want to raise him or her to high level quickly, because at lower levels—before he or she can gain a solid quiver of spells—he or she will be at a disadvantage in combat. Sorcery, Wisdom, and Intelligence are good skills to advance. Choose Scholar if you have a lot of Spellcasters in your Hero roster, and Eagle Eye if your opponents do. Save room for Earth Magic and/or Fire Magic, as these school's spells are very effective when cast at higher levels of expertise.

## Table 2-18. Individual Warlocks

PORTRAIT	NAME	SECONDARY SKILL(S)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Alamar	Basic Wisdom, Basic Scholar	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Alamar's proficiency with the Resurrection spell allows him to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Darkstorn	Basic Wisdom, Basic Learning	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Darkstorn's proficiency with the Stone Skin spell allows him to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Deemer	Basic Wisdom, Advanced Scouting	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Deemer's proficiency with the Meteor Shower spell allows him to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Geon	Basic Wisdom, Basic Eagle Eye	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Geon receives a 5% per level bonus to his Eagle Eye skill percentage.
	Jaegar	Basic Wisdom, Basic Mysticism	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Jaegar receives a 5% per level bonus to his Mysticism skill.
	Jeddite	Advanced Wisdom	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Jeddite's proficiency with the Resurrection spell allows him to cast it with increased effect, based on his level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Malekith	Basic Wisdom, Basic Sorcery	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Malekith receives a 5% per level bonus to his Sorcery skill percentage.
	Sephinroth	Basic Wisdom, Basic Intelligence	30–40 Troglodytes	4–6 Harpies	3–4 Beholders	Sephinroth is able to produce 1 additional crystal per day for the kingdom she serves.

## Witch

### Starting Stats

**Attack:** 0

**Defense:** 1

**Power:** 2

**Knowledge:** 2

**Primary Town:** Fortress

The Witch is another highly specialized magic user, but not as much as the Warlock or Wizard. Witches see their Power and Knowledge advance at the expense of Defense and, especially, Attack.

This trend is less exaggerated at higher levels; Attack advancement begins to keep slow pace with that of Defense.

The Witches' main secondary skill is Eagle Eye. They also have a good chance of learning Wisdom, Sorcery, Mysticism, and First Aid and a decent chance of picking up Intelligence and Scholar. Among the magic school skills, they're most likely to pick up the offensively-oriented Earth Magic and the defensively-oriented Water Magic. A Witch has a low chance of developing combat skills.

### Summary

If you can develop Eagle Eye, Wisdom, and Scholar in your Witches, they'll be good at the trick of gaining large numbers of spells and transferring them to your other Heroes. If you plan on using your Witches much in combat, develop Earth Magic, Sorcery, and Intelligence to make up for their lack of offensive punch. If a Witch ends up with First Aid, make sure she has a First Aid Tent and give her Water Magic and Defense-boosting artifacts to leverage her defensive edge.



Table 2-19. Individual Witches

PORTRAIT	NAME	SECONDARY SKILL(S)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Andra	Basic Wisdom, Basic Intelligence	10–20 Gnolls	4–7 Lizardmen	2–4 Dragon Flies	Andra receives a 5% per level bonus to her Intelligence skill percentage.
	Merist	Basic Wisdom, Basic Learning	10–20 Gnolls	4–7 Lizardmen	2–4 Dragon Flies	Merist's proficiency with the Stone Skin spell allows her to cast it with increased effect, based on her level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Mirlanda	Advanced Wisdom	10–20 Gnolls	4–7 Lizardmen	2–4 Dragon Flies	Mirlanda's proficiency with the Weakness spell allows her to cast it with increased effect, based on her level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Rosic	Basic Wisdom, Basic Mysticism	10–20 Gnolls	4–7 Lizardmen	2–4 Dragon Flies	Rosic receives a 5% per level bonus to her Mysticism skill.
	Styg	Basic Wisdom, Basic Sorcery	10–20 Gnolls	4–7 Lizardmen	2–4 Dragon Flies	Styg receives a 5% per level bonus to her Sorcery skill percentage.
	Tiva	Basic Wisdom, Basic Eagle Eye	10–20 Gnolls	4–7 Lizardmen	2–4 Dragon Flies	Tiva receives a 5% per level bonus to her Eagle Eye skill percentage.
	Verdish	Basic Wisdom, Basic First Aid	10–20 Gnolls	4–7 Lizardmen	2–4 Dragon Flies	Verdish receives a 5% per level bonus to her First Aid skill.
	Voy	Basic Wisdom, Basic Navigation	10–20 Gnolls	4–7 Lizardmen	2–4 Dragon Flies	Voy receives a 5% per level bonus to her Navigation skill percentage.

## Wizard

### Starting Stats

**Attack:** 0

**Defense:** 0

**Power:** 2

**Knowledge:** 3

**Primary Town:** Tower

At lower levels, Wizards develop their Knowledge and Power at the expense of Attack and Defense. They specialize in Knowledge, and at early levels this will give them more staying ability than any other Spellcaster. (At higher levels, the Warlock can overtake Wizards in this regard.) At level 10 and beyond, Wizards start to gain Attack and Defense more quickly than Knowledge and Power.

Wizards have two main secondary skills—Wisdom and Intelligence—which are followed closely by Scholar, Mysticism, Sorcery, and First Aid. They also have a good chance of being offered magic school skills, particularly Air Magic and Earth Magic. Like the other highly specialized Spellcasters, Wizards have a low chance of advancing their combat skills.

### Summary

Initially, Wizards are at a disadvantage until they can learn a set of useful spells. As they advance to higher levels (beyond the tenth) the fact that they start to rapidly gain Attack and Defense diminishes the combat disadvantage their troops face in battle. Still, the Wizard class forte is spellcasting and they should be advanced accordingly. Wizards have the best chances of advancing their Air Magic skills, so make this your preference among the magic school skills. Choose Scholar if your Hero mix is loaded with Spellcasters.

Table 2-20. Individual Wizards

PORTRAIT	NAME	SECONDARY SKILL(S)	STACK 1	STACK 2	STACK 3	SPECIALTY
	Aine	Basic Wisdom, Basic Scholar	50–75 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Aine's presence allows the kingdom she serves to receive an additional 350 gold per day.
	Astral	Advanced Wisdom	50–75 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Astral's proficiency with the Hypnotize spell allows him to cast it with increased effect, based on his level compared to the level of the target unit (the bonus is greater when used on weaker units).
	Cyra	Basic Wisdom, Basic Diplomacy	50–75 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Cyra's proficiency with the Haste spell allows her to cast it with increased effect, based on her level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Daremyth	Basic Wisdom, Basic Intelligence	50–75 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Daremyth's proficiency with the Fortune spell allows her to cast it with increased effect, based on her level as compared to the level of the target unit (the bonus is greater when used on weaker units).
	Halon	Basic Wisdom, Basic Mysticism	50–75 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Halon receives a 5% per level bonus to his Mysticism skill.
	Serena	Basic Wisdom, Basic Eagle Eye	50–75 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Serena receives a 5% per level bonus to her Eagle Eye skill percentage.
	Solmyr	Basic Wisdom, Basic Sorcery	50–75 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Solmyr's proficiency with the Chain Lightning spell allows him to cast it with increased effect, based on his level compared to the level of the target unit (the bonus is greater when used on weaker units).
	Theodorus	Basic Wisdom, Basic Ballistics	50–75 Gremlins	3–5 Stone Gargoyles	2–3 Iron Golems	Theodorus increases the Attack and Defense skills of any Magi or Arch Magi he commands for each level he attains after 4th level.

## So, Who's the Best Hero?

*Heroes of Might and Magic III* offers a very wide variety of strategic situations. What constitutes the best Hero depends on each scenario's starting conditions—primarily the size and topography of its map, its town and resource mix, and its win/loss conditions. Also consider the many different roles that your Heroes can perform in your strategy.

How long it will take to play a given scenario is also significant. Games on small maps with open terrain are dominated by Heroes who are strongest at low levels. This applies to Heroes of might, but particularly to the Barbarian, whose troops will enjoy an early combat advantage. Other individual Heroes have starting skills, spells, or specialties that give them early advantages. Slightly longer games still favor Heroes of might, but the more balanced Knight, Ranger, and Overlord will come into their own. As gameplay continues, spellcasting becomes increasingly significant, giving the advantage to the stronger spellcasters—particularly Warlocks and Wizards. The longest games will favor Heroes, such as the Battle Mage, who can develop a balance of primary skills.

You also should take a scenario's town mix into consideration when deciding how much to rely on Spellcasters, particularly if you play Necromancers or Death Knights. Many of the advantages native to the Death Knight and Necromancer are diminished unless they're supported by access to Necropolis towns. Having a lot of Tower and Dungeon towns offers significant advantages to spellcasters. Mage guilds in Castles, Strongholds, and Fortresses can't be built up level five; consequently, fewer spells will be available.

All these considerations aside, here are some "best" selections for general situations:

**Best Low-Level General:** Barbarian

**Runner Up:** Knight

**Best High-Level General:** Overlord

**Runners Up:** Knight, Wizard

**Best Spellcaster:** Warlock

**Runner Up:** Wizard

**Most Balanced:** Battle Mage

**Runners Up:** Death Knight, Heretic

**Best Level-One Garrison Commander:** Beastmaster

**Runner Up:** Ranger

## CHAPTER THREE *The Magic System*

Although your magic-oriented Heroes will be best at casting spells, all Hero classes are capable of using magic. As mentioned in the previous chapter, a Hero's facility with magic use is increased by high Power and Knowledge statistics and is supported by magic secondary skill expertise.

Magic is primarily used in combat. The game has a variety of spells that help your creatures and that directly harm or hinder your opponent's creatures. Direct damage spells, like Magic Arrow, can be cast directly at enemy creatures. Some of these spells have area effects that can strike multiple creatures at once. Then there are spells such as Curse or Weakness that make the attacks of enemy creatures less effective. You also can cast spells like Haste, Bless, and Bloodlust that help your own creatures. Other spells will let you affect the battlefield itself. Examples of these are Quicksand and Remove Obstacle.

Spells also can be cast by Heroes traveling on the Adventure Map. Some, like View Air, View Earth, and Visions help you by showing you information about your environment and enemies that would otherwise be hidden from you. Other spells help your Heroes' movement. Summon Boat, Water Walk, and Fly can be used to cross water and other movement-blocking obstacles. Town Portal allows your Heroes to instantly move vast distances. Other spells, such as Disguise and Scuttle Boat, can be used to confound and hamper your enemies by denying them information and mobility.



## Using Spells

### Getting a Spell Book

Heroes can only cast the spells recorded in their individual Spell Books. Magic-oriented Heroes start out with books in their possession. Other Heroes must purchase theirs from a Mage Guild located in an allied town. To purchase a Spell Book for the visiting Hero, open the Town screen and click on the town's Mage Guild. Spell Books cost 500 gold. This is the only way a Hero can acquire one. Unlike other inventory items, Spell Books can't be traded and don't transfer over from defeated Heroes.

### Learning Spells

Each spell has a *spell level*, one through five, which corresponds to the power of its basic effect and casting cost. A Hero must possess the Wisdom skill to learn spells above the second level. A Hero who holds Wisdom at the basic, expert, or advanced level can learn third, fourth, and fifth level spells, respectively.

The easiest place for Heroes to acquire new spells is from Mage Guilds in allied towns. Mage Guilds may be built to one of five levels. Each time a new level is built, a new selection of spells become available (see Chapter 5, "Towns"). When Heroes visit towns with Mage Guilds, all unknown spells that the Hero is capable of learning are automatically scribed in their Spell Book.

Heroes with the Eagle Eye skill have a chance of learning spells cast against them by enemy Heroes. This skill is automatically applied in combat. Those with the Scholar skill teach spells to and learn spells from allied Heroes they meet. Scholar is applied automatically during Hero trading sessions. Heroes also may learn spells when they visit the Shrine of Magic Adventure Map locations.

### Spell Points

Each Hero has a base, maximum number of Spell Points equal to 10 times their Knowledge. Spell Points are spent each time a spell is cast. Lower-level spells cost less to cast than higher ones. The Intelligence secondary skill adds a bonus to the Hero's Spell Point maximum. The Dungeon town structure, Mana Vortex, and the Adventure Map location, Magic Spring, both temporarily double the Spell Point maximums of visiting Heroes.

Spent Spell Points are regained at the rate of one per day. The secondary skill Mysticism increases this recovery rate. Hero Spell Points are topped off to maximum when they visit allied towns with Mage Guilds and at the Magic Well Adventure Map location.

## School of Magic Secondary Skills

There are four schools of magic in *Heroes of Might and Magic III*—Air Magic, Earth Magic, Fire Magic, and Water Magic. Each spell belongs to one of the schools.

There is a secondary skill for each school of magic. Although Heroes can cast spells without knowing these skills, expertise in a school of magic skill greatly enhances the effects of each school's spells. The precise effect of school expertise differs from spell to spell. Holding a magic school's secondary skill also lowers the cost of casting that school's spells.

### Table 3-1. Spell Point Discount

Spell Level	Level One	Level Two	Level Three	Level Four	Level Five
Spell Point Discount	-1	-2	-3	-4	-5

## Air Magic Spells

Air Magic spells contain a good mix of combat and adventure spells. Air Magic includes a number of efficient damage spells, notably Lightning Bolt and Chain Lightning. Haste, Fortune, Precision, and Counterstrike are great for boosting up your troops, while Disrupting Ray and Hypnotize can really take the wind out of your enemy's sails. View Air and Visions can be used to gain valuable information. Fly and Dimension Door are among the game's most valuable travel spells.



## Level I



### Haste

**Type:** Combat

**Cost:** 6

**Duration:** 1 Round/Power

**Basic Effect:** Target allied troop's Speed is increased by three hexes/turn.

**Advanced Effect:** Target allied troop's Speed is increased by five hexes/turn.

**Expert Effect:** All allied troops' Speed is increased by five hexes/turn.

Haste is one of the most effective creature-boosting spells in the game, especially when cast at the expert level. By increasing your creature's Speed rating, you increase not only its combat movement range, but also how *early* it can act, move, or attack.



### Magic Arrow

**Type:** Combat

**Cost:** 5

**Duration:** Instant

**Basic Effect:** Target enemy troop receives  $([\text{Power} \times 10] + 10)$  damage.

**Advanced Effect:** Target enemy troop receives  $([\text{Power} \times 10] + 20)$  damage.

**Expert Effect:** Target enemy troop receives  $([\text{Power} \times 10] + 30)$  damage.

This spell's main advantage is its low casting cost. It is best cast against low-level creatures.



### View Air

**Type:** Adventure

**Cost:** 2

**Duration:** Instant

**Basic Effect:** Displays the location of all artifacts on the View World screen.

**Advanced Effect:** Displays the location of all artifacts and Heroes on the View World screen.

**Expert Effect:** Displays the location of all artifacts, Heroes, and towns.

Use this spell early in the game to learn the layout of the land. It's also good to use when you're considering a risky move that will leave your territory weakly guarded. Such moves are much safer when enemy Heroes aren't nearby.

## Level II



### *Disguise*

**Type:** Adventure

**Cost:** 4

**Duration:** 1 Day

**Basic Effect:** When the casting Hero is right-clicked by opponents, all of the Hero's creature troops are displayed as if they were composed of the most powerful creatures in the Hero's army. Troop population numbers are represented normally.

**Advanced Effect:** Same as Basic Effect, except troop population quantities are represented as zero.

**Expert Effect:** Same as Advanced Effect, except all troops are represented as if populated by the most powerful creatures in Hero's longest owned town.

You can use this spell to make the AI think you're tougher than you actually are. The AI will avoid attacking forces that it doesn't think it can beat.



### *Disrupting Ray*

**Type:** Combat

**Cost:** 10

**Duration:** Current battle

**Basic Effect:** Reduces target enemy troop's Defense rating by three. Spell may be cast on same troop repeatedly.

**Advanced Effect:** Same as Basic Effect, except Defense rating is reduced by four.

**Expert Effect:** Same as Basic Effect, except Defense rating is reduced by five.

The key feature of Disrupting Ray is that it can be cast repeatedly on a creature stack. Given a couple of combat rounds, this can really whittle down those level 7 creatures.



### *Fortune*

**Type:** Combat

**Cost:** 7

**Duration:** 1 Round/Power

**Basic Effect:** Increases Luck of target allied troop by one.

**Advanced Effect:** Increases Luck of target allied troop by two.

**Expert Effect:** Increases Luck of all allied troops by two.

Lucky troops have a chance of doing maximum damage when they attack.



## Lightning Bolt

**Type:** Combat

**Cost:** 10

**Duration:** Instant

**Basic Effect:** Target enemy creature receives  $([\text{Power} \times 25] + 10)$  damage.

**Advanced Effect:** Target enemy creature receives  $([\text{Power} \times 25] + 20)$  damage.

**Expert Effect:** Target enemy creature receives  $([\text{Power} \times 25] + 50)$  damage.

This spell supercedes Magic Arrow for most applications. When cast by a Hero with a solid Power, a single Lightning Bolt can erase an entire enemy stack.



## Precision

**Type:** Combat

**Cost:** 8

**Duration:** 1 Round/Power

**Basic Effect:** Target allied troop with ranged attack has its attack rating increased by three when making ranged attacks.

**Advanced Effect:** Same as Basic Effect, except attack rating is increased by six.

**Expert Effect:** Same as Advanced Effect, except all allied troops with ranged attacks are affected.

For Heroes with a lot of ranged attack troops, this spell is very effective.



## Visions

**Type:** Adventure

**Cost:** 4

**Duration:** 1 Day

**Basic Effect:** Displays number of monsters in a wandering monster troop and whether the troop will offer to join the casting Hero's army. It gives you a basic idea of the strengths of an opposing Hero or Garrison. Range is equal to Power or three, whichever is greater.

**Advanced Effect:** Same as Basic Effect, except an enemy Hero's primary skill stats and the composition and quantity of the Hero's army can be viewed. Range is  $(\text{Power} \times 2)$  or three, whichever is greater.

**Expert Effect:** Same as Advanced Effect, except an enemy town's statistics and Garrison composition and quantity may be viewed. Range is  $(\text{Power} \times 3)$  or three, whichever is greater.

Knowing the size and diplomatic disposition of wandering monsters—especially those blocking good movement routes—can save you a lot of time and grief. By knowing the strength of the armies you’re facing, you can make efficient use of your own troops.

## Level III



### *Air Shield*

**Type:** Combat

**Cost:** 12

**Duration:** 1 Round/Power

**Basic Effect:** Target allied troop takes 25 percent less damage from ranged attacks.

**Advanced Effect:** Target allied troop takes 50 percent less damage from ranged attacks.

**Expert Effect:** All allied troops take 50 percent less damage from ranged attacks.

Cast this spell if your opponent has a lot of ranged-attack troops.



### *Destroy Undead*

**Type:** Combat

**Cost:** 15

**Duration:** Instant

**Basic Effect:** All undead creature troops receive  $([\text{Power} \times 10] + 10)$  damage.

**Advanced Effect:** All undead creature troops receive  $([\text{Power} \times 10] + 20)$  damage.

**Expert Effect:** All undead creature troops receive  $([\text{Power} \times 10] + 50)$  damage.

This spell is the bane of Necropolis-based armies. If you face a lot of undead creatures, the quantity of damage it deals is massive. Remember, it’ll affect *your* undead troops, too.



### *Protection from Earth*

**Type:** Combat

**Cost:** 12

**Duration:** 1 Round/Power

**Basic Effect:** Damage from Earth Magic spells is reduced by 30 percent for target allied troop.

**Advanced Effect:** Damage from Earth Magic spells is reduced by 50 percent for target allied troop.

**Expert Effect:** Damage from Earth Magic spells is reduced by 50 percent for all allied troops.

This spell offers protection from Implosion, Death Ripple, Meteor Shower, and the Earth Magic version of Magic Arrow.



### *Hypnotize*

**Type:** Combat

**Cost:** 18

**Duration:** 1 Round/Power

**Basic Effect:** Target enemy troop of less than  $([\text{Power} \times 25] + 10)$  Health is put under your control. Allied troops may attack hypnotized troop without fear of retaliation.

**Advanced Effect:** Same as Basic Effect, except that Health of target must be less than  $([\text{Power} \times 25] + 20)$ .

**Expert Effect:** Same as Basic Effect, except that Health of target must be less than  $([\text{Power} \times 25] + 50)$ .

Although you probably won't be able to cast this spell on your opponent's strongest stacks, it can be quite disruptive to create an enemy in their midst.

## *Level IV*



### *Chain Lightning*

**Type:** Combat

**Cost:** 24

**Duration:** Instant

**Basic Effect:** Lightning bolt strikes target troop for  $([\text{Power} \times 40] + 25)$  damage. Bolt then strikes closest troop for half the damage. Effect continues until four troops are hit.

**Advanced Effect:** Like Basic Effect, except that initial strike does  $([\text{Power} \times 40] + 50)$  damage, and bolt strikes five troops.

**Expert Effect:** Like Advanced Effect, except that initial strike does  $([\text{Power} \times 40] + 100)$  damage.

This spell deals a lot of damage, but is somewhat dangerous to use because it can strike your own troops. It's best cast during the first round of combat before your troops have advanced toward the enemy's side.



### **Counterstrike**

**Type:** Combat

**Cost:** 24

**Duration:** 1 Round/Power

**Basic Effect:** Target allied troop can retaliate against one additional attack per round.

**Advanced Effect:** Target allied troop can retaliate against two additional attacks per round.

**Expert Effect:** All allied troops can retaliate against two additional attacks per round.

The AI will try to gang up on your troops to get in multiple blows on troops that have used up their counterstrike capability for the round. This spell punishes that tactic severely.

## **Level V**



### **Dimension Door**

**Type:** Adventure

**Cost:** 25

**Duration:** Instant

**Basic Effect:** Teleports Hero to target, unoccupied, visible location on the Adventure Map. Spell may be cast twice per day and reduces the Hero's movement by three tiles for each casting. If movement is reduced to zero, the spell may not be cast.

**Advanced Effect:** Same as Basic Effect, except the spell may be cast three times in a day.

**Expert Effect:** Same as Advanced Effect, except the spell may be cast four times in a day, and movement allowance is reduced by only two tiles.

The Adventure Map view will center around the Hero casting Dimension Door. You can't scroll the view to bring other areas into view, so make sure that your Hero is close enough to his or her intended destination before you cast it.



## Fly

**Type:** Adventure

**Cost:** 20

**Duration:** 1 Day

**Basic Effect:** Casting Hero can fly over terrain obstacles to an unoccupied map location. Distance traveled may be up to 60 percent of normal movement.

**Advanced Effect:** Same as Basic Effect, except the Hero may fly up to 80 percent of normal movement.

**Expert Effect:** Same as Basic Effect, except the Hero may fly up to 100 percent of normal movement.

Sometimes, being able to leap over a mountain range can reduce the time it takes you to get someplace by weeks. You also can cross water with this spell and use it to make devastating surprise attacks.



## Magic Mirror

**Type:** Combat

**Cost:** 25

**Duration:** 1 Round/Power

**Basic Effect:** Enemy spells cast on targeted, allied troop have a 20 percent chance of being redirected to a random enemy troop.

**Advanced Effect:** Enemy spells cast on targeted, allied troop have a 30 percent chance of being redirected to a random enemy troop.

**Expert Effect:** Enemy spells cast on targeted, allied troop have a 40 percent chance of being redirected to a random enemy troop.

This spell has more to do with protecting your troops than actually damaging the enemy. Your enemies will hesitate to cast spells that might damage or hinder their own troops—so it's a great spell for shutting down enemy spellcasters.



## Summon Air Elemental

**Type:** Combat

**Cost:** 25

**Duration:** Battle

**Basic Effect:** A troop containing (Power x 2) Air Elementals appears on the side of the casting player. Only one type of Elemental can be summoned.



**Advanced Effect:** Same as Basic Effect, except that (Power x 3) Air Elementals are summoned.

**Expert Effect:** Same as Basic Effect, except that (Power x 4) Air Elementals are summoned.

Air Elementals are ground-attack troops with good speed. They're comparable to most towns' level 4 creatures.

## Earth Magic Spells

The school of Earth Magic has a mix of spells that is somewhat more combat oriented than either Air Magic or Water Magic, and somewhat more adventure oriented than Fire Magic. Its solid damage-dealing spell set combined with the Earthquake spell make it particularly useful in siege combat. Other combat spells are mostly about preventing damage to your troops. Animate Dead and Death Ripple make Earth Magic particularly useful to Heroes leading undead armies.

### Level I



#### *Magic Arrow*

**Type:** Combat

**Cost:** 5

**Duration:** Instant

**Basic Effect:** Target enemy troop receives  $([\text{Power} \times 10] + 10)$  damage.

**Advanced Effect:** Target enemy troop receives  $([\text{Power} \times 10] + 20)$  damage.

**Expert Effect:** Target enemy troop receives  $([\text{Power} \times 10] + 30)$  damage.

This spell's main advantage is its low casting cost. It is best cast against low-level creatures.



## Shield

**Type:** Combat

**Cost:** 5

**Duration:** 1 Round/Power

**Basic Effect:** Hand-to-hand damage delivered to target allied troop is reduced by 15 percent.

**Advanced Effect:** Hand-to-hand damage delivered to target allied troop is reduced by 30 percent.

**Expert Effect:** Hand-to-hand damage delivered to all allied troops is reduced by 30 percent.

This spell can greatly increase the survivability of your own troops, especially when you use it in conjunction with a First Aid Tent and damage-healing spells.



## Slow

**Type:** Combat

**Cost:** 6

**Duration:** 1 Round/Power

**Basic Effect:** Target enemy troop's Speed is reduced to 25 percent of normal.

**Advanced Effect:** Target enemy troop's Speed is reduced to 50 percent of normal.

**Expert Effect:** All enemy troops' Speed ratings are reduced to 50 percent of normal.

This spell can greatly increase the amount of time it takes your enemies to reach you, allowing you time to whittle down enemy armies with ranged and spell attacks. Slowed creatures also move later in combat, giving you a large first-strike advantage.



## Stone Skin

**Type:** Combat

**Cost:** 5

**Duration:** 1 Round/Power

**Basic Effect:** Target allied troop's Defense rating is increased by three.

**Advanced Effect:** Target allied troop's Defense rating is increased by six.

**Expert Effect:** All allied troops' Defense ratings are increased by six.

Troops with higher Defense ratings take less damage from enemy attacks.



### *View Earth*

**Type:** Adventure

**Cost:** 2

**Duration:** Instant

**Basic Effect:** Displays the location of all loose resources on the View World screen.

**Advanced Effect:** Displays the location of all mines and loose resources on the View World screen.

**Expert Effect:** Displays the entire terrain, all mines, and loose resources on the View World screen.

This spell is particularly useful when cast at advanced level or above. If you can, cast it early in the game so you can make strategic decisions regarding the taking and holding of mines.

## *Level II*



### *Death Ripple*

**Type:** Combat

**Cost:** 10

**Duration:** Instant

**Basic Effect:** All creatures (except undead) troops take  $([\text{Power} \times 5] + 10)$  damage.

**Advanced Effect:** All creatures (except undead) troops take  $([\text{Power} \times 5] + 20)$  damage.

**Expert Effect:** All creatures (except undead) troops take  $([\text{Power} \times 5] + 30)$  damage.

If you're leading an undead army against an army of living creatures, this spell can be a battle winner. Be careful, though—it'll also damage any living troops in *your* army.



### *Protection from Air*

**Type:** Combat

**Cost:** 7

**Duration:** 1 Round/Power

**Basic Effect:** Damage from Air Magic spells is reduced by 30 percent for target allied troop.

**Advanced Effect:** Damage from Air Magic spells is reduced by 50 percent for target allied troop.

**Expert Effect:** Damage from Air Magic spells is reduced by 50 percent for all allied troops.

This spell offers protection against Lightning Bolt, Chain Lightning, and the Air Magic version of Magic Arrow.



## Quicksand

**Type:** Combat

**Cost:** 8

**Duration:** Until Touched

**Basic Effect:** Quicksand pits are placed in four random hexes. The pits are invisible to creatures unless they are on native terrain (see Combat). Troops stepping on pit hexes have their movement halted for the current round.

Once a pit is stepped on, it's revealed to all.

**Advanced Effect:** Same as Basic Effect, except that six pits are placed.

**Expert Effect:** Same as Basic Effect, except that eight pits are placed.

This spell is most effective when used against armies of ground troops. It won't affect flying creatures at all, and ranged-attack creatures won't move in most battles.



## Visions

**Type:** Adventure

**Cost:** 4

**Duration:** 1 Day

**Basic Effect:** Displays number of monsters in a wandering monster troop and whether the troop will offer to join the casting Hero's army. It gives you a basic idea of the strengths of an opposing Hero or Garrison. Range is equal to Power or three, whichever is greater.

**Advanced Effect:** Same as Basic Effect, except an enemy Hero's primary skill stats and the composition and quantity of that Hero's army can be viewed. Range is (Power x 2) or three, whichever is greater.

**Expert Effect:** Same as Advanced Effect, except an enemy town's statistics and Garrison composition and quantity may be viewed. Range is (Power x 3) or three, whichever is greater.

Knowing the size and diplomatic disposition of wandering monsters—especially those blocking good movement routes— can save you a lot of time and grief. By knowing the strength of the armies you’re facing, you can make efficient use of your own troops.

## Level III



### *Animate Dead*

**Type:** Combat

**Cost:** 15

**Duration:** Permanent

**Basic Effect:** Reanimates ([Power x 50] + 30) health points’ worth of killed undead creatures in target allied troop.

**Advanced Effect:** Reanimates ([Power x 50] + 60) health points’ worth of killed undead creatures in target allied troop.

**Expert Effect:** Reanimates ([Power x 50] + 160) health points’ worth of killed undead creatures in target allied troop.

This is another spell that’s particularly useful to leaders of undead armies. Be sure to cast it before the end of combat.



### *Anti-Magic*

**Type:** Combat

**Cost:** 15

**Duration:** 1 Round/Power

**Basic Effect:** Target allied troop can be affected only by level 4 or 5 spells.

**Advanced Effect:** Target allied troop can be affected only by level 5 spells.

**Expert Effect:** Target allied troop is immune to spell effects.

This spell is great for protecting troops from being butchered by high-powered magic users. It gives slow creatures a better chance of getting into battle. Anti-Magic is also good to cast on ranged attackers, especially if your opponent has no ranged attackers and must rely on magic to hit yours.



## Earthquake

**Type:** Combat (Siege)

**Cost:** 20

**Duration:** Instant

**Basic Effect:** Does one point of damage to two random castle walls during siege combat.

**Advanced Effect:** Does one point of damage to three random castle walls during siege combat.

**Expert Effect:** Does one point of damage to four random castle walls during siege combat.

Casting Earthquake allows you to reach entrenched siege-combat defenders more quickly.



## Force Field

**Type:** Combat

**Cost:** 12

**Duration:** 2 Rounds

**Basic Effect:** A two hex-wide force wall is created at target hex. Movement through these hexes is blocked.

**Advanced Effect:** Same as Basic Effect, except the force wall is three hexes wide.

**Expert Effect:** Same as Advanced Effect.

This spell is great for protecting your ranged attackers from ground troops.

## Level IV



## Meteor Shower

**Type:** Combat

**Cost:** 16

**Duration:** Instant

**Basic Effect:** Troops in target hex and adjacent hexes take  $([\text{Power} \times 25] + 25)$  damage.

**Advanced Effect:** Troops in target hex and adjacent hexes take  $([\text{Power} \times 25] + 50)$  damage.

**Expert Effect:** Troops in target hex and adjacent hexes take  $([\text{Power} \times 25] + 100)$  damage.

This is one of the game's most damaging spells. Obviously, it is best used on tightly massed groups of enemy creatures. Be careful not to include your own troops in its area of effect.



### **Resurrection**

**Type:** Combat

**Cost:** 20

**Duration:** Permanent

**Basic Effect:** Target allied troop with dead creatures has  $([\text{Power} \times 50] + 40)$  health points' worth of creatures restored to life for the duration of the current battle.

**Advanced Effect:** Same as Basic Effect, except that  $([\text{Power} \times 50] + 80)$  health points' worth of creatures are restored permanently.

**Expert Effect:** Same as Advanced Effect, except that  $([\text{Power} \times 50] + 160)$  health points' worth of creatures are restored.

You can cast this spell on stacks that have been completely killed. If you do this, time it so that your troop springs to life when it will cause maximum disruption to your enemy.



### **Sorrow**

**Type:** Combat

**Cost:** 16

**Duration:** 1 Round/Power

**Basic Effect:** Target enemy troop's Morale rating is reduced by one.

**Advanced Effect:** Target enemy troop's Morale rating is reduced by two.

**Expert Effect:** All enemy troops' Morale ratings are reduced by two.

Troops with low Morale have a chance of freezing and taking no action each combat round.



### **Town Portal**

**Type:** Adventure

**Cost:** 16

**Duration:** Instant

**Basic Effect:** Casting Hero is teleported to the nearest allied town; 3 hexes of movement points are expended when the spell is cast.



**Advanced Effect:** Casting Hero may teleport to any allied town with no visiting Hero; 3 hexes of movement points are expended when the spell is cast.

**Expert Effect:** Same as Advanced Effect, except that movement point cost is 2 hexes.

This spell is great for moving your troops to the front lines or reacting to surprise attacks on your towns.

## Level V



### *Implosion*

**Type:** Combat

**Cost:** 30

**Duration:** Instant

**Basic Effect:** Target enemy troop receives  $([\text{Power} \times 75] + 100)$  damage.

**Advanced Effect:** Target enemy troop receives  $([\text{Power} \times 75] + 200)$  damage.

**Expert Effect:** Target enemy troop receives  $([\text{Power} \times 75] + 300)$  damage.

When cast by a spellcaster with sufficient Power, this spell is capable of erasing all but the most powerful troop stacks.



### *Summon Earth Elemental*

**Type:** Combat

**Cost:** 25

**Duration:** Battle

**Basic Effect:** A troop containing  $(\text{Power} \times 2)$  Earth Elementals appears on the side of the casting player. Only one type of Elemental can be summoned.

**Advanced Effect:** Same as Basic Effect, except that  $(\text{Power} \times 3)$  Earth Elementals are summoned.

**Expert Effect:** Same as Basic Effect, except that  $(\text{Power} \times 4)$  Earth Elementals are summoned.

Earth Elementals are tough and do good damage. They're a bit slow, and so make better defenders than attackers. They're comparable to most towns' level 4 creatures.

# Fire Magic Spells

Except for Visions, all Fire Magic spells are combat oriented. Direct damage spells include Armageddon, Inferno, and Fireball, all of which do area-effect damage. The spell set includes spells that help your troops (such as Bloodlust, Protection from Water, and Frenzy) and spells to hinder enemies (such as Curse, Blind, and Misfortune).

## Level I



### Bloodlust

**Type:** Combat

**Cost:** 5

**Duration:** 1 Round/Power

**Basic Effect:** Target allied troop receives a +3 Attack rating bonus for hand-to-hand attacks.

**Advanced Effect:** Target allied troop receives a +6 Attack rating bonus for hand-to-hand attacks.

**Expert Effect:** All allied troops receive a +6 Attack rating bonus for hand-to-hand attacks.

Troops with high Attack ratings do more damage when they strike.



### Curse

**Type:** Combat

**Cost:** 6

**Duration:** 1 Round/Power

**Basic Effect:** Target enemy troop creatures deliver minimum damage when attacking.

**Advanced Effect:** Target enemy troop creatures deliver ([80 percent of their minimum damage] - 1) when they attack.

**Expert Effect:** All enemy creatures deliver ([80 percent of their minimum damage] - 1) when they attack.

This spell can vastly diminish the effectiveness of enemy troop stacks, particularly small stacks of medium-level creatures.



### *Magic Arrow*

**Type:** Combat

**Cost:** 5

**Duration:** Instant

**Basic Effect:** Target enemy troop receives  $([\text{Power} \times 10] + 10)$  damage.

**Advanced Effect:** Target enemy troop receives  $([\text{Power} \times 10] + 20)$  damage.

**Expert Effect:** Target enemy troop receives  $([\text{Power} \times 10] + 30)$  damage.

This spell's main advantage is its low casting cost. It is best cast against low-level creatures.



### *Protection from Water*

**Type:** Combat

**Cost:** 5

**Duration:** 1 Round/Power

**Basic Effect:** Damage from Water Magic spells is reduced by 30 percent for target allied troop.

**Advanced Effect:** Damage from Water Magic spells is reduced by 50 percent for target allied troop.

**Expert Effect:** Damage from Water Magic spells is reduced by 50 percent for all allied troops.

This spell offers protection against Ice Bolt, Frost Ring, and the Water Magic version of Magic Arrow.

## *Level II*



### *Blind*

**Type:** Combat

**Cost:** 10

**Duration:** 1 Round/Power

**Basic Effect:** Target enemy troop is frozen until it's attacked. Deactivating attack is retaliated at 50 percent of base Attack rating.

**Advanced Effect:** Target enemy troop is frozen until it's attacked. Deactivating attack is retaliated at 25 percent of base Attack rating.

**Expert Effect:** Target enemy troop is frozen until it's attacked. Deactivating attack isn't retaliated.

Careful use of Blind can separate your enemy's troops so that you can deal with them one at a time.

### **Fire Wall**

**Type:** Combat

**Cost:** 8

**Duration:** 2 Rounds

**Basic Effect:** A two-hex-wide wall of fire is produced at target hex. A troop passing through these hexes takes  $([\text{Power} \times 10] + 10)$  damage.

**Advanced Effect:** Same as Basic Effect, except that wall of fire is three hexes wide and damage is  $([\text{Power} \times 10] + 20)$ .

**Expert Effect:** Same as Advanced Effect, except that damage is  $([\text{Power} \times 10] + 50)$ .

Create a Fire Wall in front of your ranged-attack troops to protect them from ground troops.

### **Visions**

**Type:** Adventure

**Cost:** 4

**Duration:** 1 Day

**Basic Effect:** Displays number of monsters in a wandering monster troop and whether the troop will offer to join the casting Hero's army. It gives you a basic idea of the strengths of an opposing Hero or Garrison. Range is equal to Power or three, whichever is greater.

**Advanced Effect:** Same as Basic Effect, except an enemy Hero's primary skill stats and the composition and quantity of that Hero's army can be viewed. Range is  $(\text{Power} \times 2)$  or three, whichever is greater.

**Expert Effect:** Same as Advanced Effect, except an enemy town's statistics and Garrison composition and quantity may be viewed. Range is  $(\text{Power} \times 3)$  or three, whichever is greater.

Knowing the size and diplomatic disposition of wandering monsters—especially those blocking good movement routes—can save you a lot of time and grief. By knowing the strength of the armies you're facing, you can make efficient use of your own troops.

## Level III



### Fireball

**Type:** Combat

**Cost:** 15

**Duration:** Instant

**Basic Effect:** Troops in target hex and its surrounding hexes take  $([\text{Power} \times 10] + 15)$  damage.

**Advanced Effect:** Same as Basic Effect, except that damage is  $([\text{Power} \times 10] + 30)$ .

**Expert Effect:** Same as Basic Effect, except that damage is  $([\text{Power} \times 10] + 60)$ .

This spell damages all creatures within its area of effect, so be careful using it when your troops are nearby. You can target a *hex* with this spell—an important thing to remember when casting it.



### Land Mine

**Type:** Combat

**Cost:** 18

**Duration:** Until Touched

**Basic Effect:** Land Mines are placed in four random hexes on the battlefield. A troop stepping on a mine takes  $([\text{Power} \times 10] + 25)$  damage. Enemy creatures battling on their native terrain (see Combat) can see the mines and can cross them safely. To other enemies, the mines are invisible.

**Advanced Effect:** Same as Basic Effect, except that six mines are placed, and damage is  $([\text{Power} \times 10] + 50)$ .

**Expert Effect:** Same as Basic Effect, except that eight mines are placed, and damage is  $([\text{Power} \times 10] + 100)$ .

You can see Land Mines you place. You can't assure that enemies will step on your mines, so this is really sort of an icing-on-the-cake spell to be cast after spells with more direct effects.



## Misfortune

**Type:** Combat

**Cost:** 12

**Duration:** 1 Round/Power

**Basic Effect:** Luck of target enemy troop is reduced by one.

**Advanced Effect:** Luck of target enemy troop is reduced by two.

**Expert Effect:** Luck of all enemy troops is reduced by two.

Troops with low Luck have a chance each round of doing minimum damage.

## Level IV



## Armageddon

**Type:** Combat

**Cost:** 24

**Duration:** Instant

**Basic Effect:** All troops take  $([\text{Power} \times 50] + 30)$  points of damage.

**Advanced Effect:** All troops take  $([\text{Power} \times 50] + 60)$  points of damage.

**Expert Effect:** All troops take  $([\text{Power} \times 50] + 120)$  points of damage.

Because this spell damages your troops as well as your enemy's, it is best cast when you don't have a lot of low-level creatures. It's also a great spell to cast if you don't care about your Hero being defeated but you want to reduce or destroy an enemy Hero's army.



## Berserk

**Type:** Combat

**Cost:** 20

**Duration:** 1 Round

**Basic Effect:** Target attacks nearest troop. All creatures in a one-hex radius affected.

**Advanced Effect:** Target attacks nearest troop. All creatures in a seven-hex radius affected.

**Expert Effect:** Target attacks nearest troop. All creatures in a 19-hex radius affected.

You should cast this spell early on in a battle to ensure that the “nearest troop” is one of the enemy’s.



### *Fire Shield*

**Type:** Combat

**Cost:** 16

**Duration:** 1 Round/Power

**Basic Effect:** 20 percent of hand-to-hand damage inflicted on target allied troop is counter-inflicted on attackers of the troop.

**Advanced Effect:** Same as Basic Effect except that 25 percent of damage is counter-inflicted.

**Expert Effect:** Same as Basic Effect, except that 30 percent of damage is counter-inflicted.

This spell effectively gives the target creature the ability to make multiple counter-strikes.



### *Frenzy*

**Type:** Combat

**Cost:** 16

**Duration:** Until target troop’s next action

**Basic Effect:** Target troop’s attack rating is increased by 100 percent of the troop’s defense rating, and its defense rating is reduced to zero.

**Advanced Effect:** Same as Basic Effect, except attack rating is increased to 150 percent of the troop’s defense rating.

**Expert Effect:** Same as Advanced Effect, except attack rating is increased to 200 percent of the troop’s defense rating.

You should only cast this spell on a creature that you’re sure is going to attack before an enemy attacks it. It’s also best if your attack completely kills the enemy stack.





## *Inferno*

**Type:** Combat

**Cost:** 16

**Duration:** Instant

**Basic Effect:** Strikes target hex and all hexes within two hexes for  $([Power \times 10] + 20)$  damage.

**Advanced Effect:** Same as Basic Effect, except that damage is  $([Power \times 10] + 40)$ .

**Expert Effect:** Same as Basic Effect, except that damage is  $([Power \times 10] + 80)$ .

This spell strikes a really large area of the battlefield. It's a good spell to cast in the first round of battle, when your enemies are close together on the other side of the field, and as a retaliation against enemies that cluster together when performing a gang attack on one of your troops.



## *Slayer*

**Type:** Combat

**Cost:** 16

**Duration:** 1 Round/Power

**Basic Effect:** Target allied troop's Attack rating is increased by eight against Behemoths, Dragons, and Hydras.

**Advanced Effect:** Same as Basic Effect, except that Attack bonus also affects Devils and Angels.

**Expert Effect:** Same as Advanced Effect, except Attack bonus also affects Titans.

This spell effect applies to both the normal and upgraded versions of the mentioned creatures. Use it to give your troops a fighting chance against level 7 troops.

## *Level V*



## *Sacrifice*

**Type:** Combat

**Cost:** 25

**Duration:** Permanent

**Basic Effect:** Target non-undead troop is sacrificed (destroyed). Then another target undead troop has  $([\text{Power} + \text{destroyed troop's creature base health} + 3] \times \text{number of creatures sacrificed})$  in health points' worth of creatures returned to life.

**Advanced Effect:** Same as Basic Effect, except that health total of creatures resurrected is  $([\text{Power} + \text{destroyed troop's creature base health} + 6] \times \text{number of creatures sacrificed})$ .

**Expert Effect:** Same as Basic Effect, except that health total of creatures resurrected is  $([\text{Power} + \text{destroyed troop's creature base health} + 10] \times \text{number of creatures sacrificed})$ .

Unfortunately, you can only Sacrifice your own troops. You should use this spell if you don't have Resurrection.



### *Summon Fire Elemental*

**Type:** Combat

**Cost:** 25

**Duration:** Battle

**Basic Effect:** A troop containing  $(\text{Power} \times 2)$  Fire Elementals appears on the side of the casting player. Only one type of summoned Elemental is allowed on the battlefield at once, so other schools' Summon Elemental spell castings will fail.

**Advanced Effect:** Same as Basic Effect, except that  $(\text{Power} \times 3)$  Fire Elementals are summoned.

**Expert Effect:** Same as Basic Effect, except that  $(\text{Power} \times 4)$  Fire Elementals are summoned.

Fire Elementals have a good balance of Speed, Attack, and Defense. They're comparable to most level 4 town creatures.

## Water Magic Spells

A particular feature of the school of Water Magic spell set is that it contains Cure and Dispel, which heal damage and remove negative spell effects. Its direct damage spells aren't particularly powerful, but it does have some of the best spells in the game for helping troops. Summon Boat, Scuttle Boat, and Water Walk make Water Magic especially useful on maps that contain lots of water terrain.

## Level I



### Bless

**Type:** Combat

**Cost:** 5

**Duration:** 1 Round/Power

**Basic Effect:** Creatures in target allied troop inflict maximum damage when they attack.

**Advanced Effect:** Creatures in target allied troop inflict maximum damage plus one when they attack.

**Expert Effect:** All allied creatures inflict maximum damage plus one when they attack.

Having your creatures inflict round after round of maximum damage greatly increases their effectiveness. Since you know how much damage Blessed stacks will do, you can precisely predict how many creatures they'll slay in their target stacks.



### Cure

**Type:** Combat

**Cost:** 6

**Duration:** Instant

**Basic Effect:** Removes all negative spell effects from target allied troop and heals it for  $([\text{Power} \times 5] + 10)$  health points.

**Advanced Effect:** Removes all negative spell effects from target allied troop and heals it for  $([\text{Power} \times 5] + 20)$  health points.

**Expert Effect:** Removes all negative spell effects from all allied troops and heals each for  $([\text{Power} \times 5] + 30)$  health points.

Cure is a great spell to have when facing spellcasting Heroes or armies that contain monsters with special attacks like Paralyze or Blind.



### Dispel

**Type:** Combat

**Cost:** 5

**Duration:** Instant

**Basic Effect:** Removes all spell effects from target allied creature troop.

**Advanced Effect:** Removes all spell effects from target allied or enemy creature troop.

**Expert Effect:** Removes all spell effects from all creatures and the battlefield.

If your Hero has no Water Magic skill or only the basic skill level, Cure is a superior spell. At advance level and above, this spell is great for removing Haste, Bless, and other beneficial spell effects from your enemy's troops.



### *Magic Arrow*

**Type:** Combat

**Cost:** 5

**Duration:** Instant

**Basic Effect:** Troop in target hex receives  $([\text{Power} \times 10] + 10)$  damage.

**Advanced Effect:** Same as Basic Effect, except that damage is  $([\text{Power} \times 10] + 20)$ .

**Expert Effect:** Same as Basic Effect, except that damage is  $([\text{Power} \times 10] + 30)$ .

This spell's main advantage is its low casting cost. It is best cast against low-level creatures.



### *Protection from Fire*

**Type:** Combat

**Cost:** 5

**Duration:** 1 Round/Power

**Basic Effect:** Damage from Fire Magic spells is reduced by 30 percent for target allied troop.

**Advanced Effect:** Damage from Fire Magic spells is reduced by 50 percent for target allied troop.

**Expert Effect:** Damage from Fire Magic spells is reduced by 50 percent for all allied troops.

This spell provides protection from Fireball, Land Mine, Armageddon, Fire Shield, Inferno, and the Fire Magic version of Magic Arrow.



## Summon Boat

**Type:** Adventure

**Cost:** 8

**Duration:** Instant

**Basic Effect:** Summons one of your Hero's boats to his or her current location. If none of these boats are available, then one of your other Heroes' boats is summoned. Spell has a 50 percent chance of working.

**Advanced Effect:** Same as Basic Effect, except that if no boats are available, a new one is created. The spell has a 75 percent chance of working. Note that a maximum of 64 boats is allowed on the Adventure Map at one time.

**Expert Effect:** Same as Advanced Effect, except that the spell has a 100 percent chance of working (unless all 64 boats are occupied).

Though in many ways, Fly, Dimension Door, and Water Walk are superior, Summon Boat is the lowest-level spell that can offer a mobility advantage. It can be learned by any Hero and has a low Spell Point cost. Your Hero must be standing on the shore for this spell to work.

## Level II



## Ice Bolt

**Type:** Combat

**Cost:** 8

**Duration:** Instant

**Basic Effect:** Target enemy troop receives  $([\text{Power} \times 20] + 10)$  damage.

**Advanced Effect:** Target enemy troop receives  $([\text{Power} \times 20] + 20)$  damage.

**Expert Effect:** Target enemy troop receives  $([\text{Power} \times 20] + 50)$  damage.

This spell is about twice as effective as Magic Arrow, with only a slight increase in casting cost.



## Remove Obstacle

**Type:** Combat

**Cost:** 7

**Duration:** Instant

**Basic Effect:** Removes one non-magic obstacle from the battlefield. Integrated obstacles, such as cliffs, aren't affected.

**Advanced Effect:** Same as Basic Effect, except Fire Walls also may be removed.

**Expert Effect:** Same as Advanced Effect, except all nonintegrated obstacles can be removed.

An obstacle-filled battlefield greatly hampers the mobility of troops, particularly slow troops. Remove Obstacle can cure this condition. It also can be used to free up room around a creature to allow for more complete gang attacks.



## Scuttle Boat

**Type:** Adventure

**Cost:** 8

**Duration:** Instant

**Basic Effect:** Spell has 50 percent chance of destroying a boat, unless occupied.

**Advanced Effect:** Spell has a 75 percent chance of destroying a boat, unless occupied.

**Expert Effect:** Spell destroys a boat, unless occupied.

When you scuttle a boat, you make it unavailable to your enemy. A couple of well-cast Scuttle Boat spells can cripple your opponent's mobility on maps where water travel is important. You also can use it to trap enemy Heroes on islands.



## Visions

**Type:** Adventure

**Cost:** 4

**Duration:** 1 Day

**Basic Effect:** Displays number of monsters in a wandering monster troop and tells whether the troop will offer to join the casting Hero's army. Range is equal to Power or three, whichever is greater.

**Advanced Effect:** Same as Basic Effect, except an enemy Hero's primary skill stats and the composition and quantity of that Hero's army can be viewed. Range is (Power x 2) or three, whichever is greater.

**Expert Effect:** Same as Advanced Effect, except an enemy town's statistics and Garrison composition and quantity may be viewed. Range is (Power x 3) or three, whichever is greater.

Knowing the size and diplomatic disposition of wandering monsters—especially those blocking good movement routes—can save you a lot of time and grief. By knowing the strength of the armies you're facing, you can make efficient use of your own troops.



### *Weakness*

**Type:** Combat

**Cost:** 8

**Duration:** 1 Round/Power

**Basic Effect:** Target enemy troop's Attack rating is reduced by three.

**Advanced Effect:** Target enemy troop's Attack rating is reduced by six.

**Expert Effect:** All enemy troops' Attack ratings are reduced by six.

Troops with low Attack ratings do less damage in combat.

## *Level III*



### *Forgetfulness*

**Type:** Combat

**Cost:** 12

**Duration:** 1 Round/Power

**Basic Effect:** Half of the creatures in target enemy troop with ranged attack forget to shoot.

**Advanced Effect:** Target enemy troop with ranged attack can't use its ranged attack.

**Expert Effect:** All enemy troops with ranged attacks can't use their ranged attacks.

This spell is particularly effective against armies with large numbers of ranged attackers. It's also useful in siege combat when you must wait to reach your ranged attackers behind town walls.



### *Frost Ring*

**Type:** Combat

**Cost:** 12

**Duration:** Instant

**Basic Effect:** Troops in hexes surrounding target hex receive  $([Power \times 10] + 15)$  in damage. Target hex is unaffected.

**Advanced Effect:** Same as Basic Effect, except damage is  $([Power \times 10] + 30)$ .

**Expert Effect:** Same as Basic Effect, except damage is  $([Power \times 10] + 60)$ .

Frost Ring is the only area-effect spell that doesn't damage the target hex. You can charge a stack forward to draw a gang attack and then cast this spell on your troop to strike the circle of enemy troops.



### *Mirth*

**Type:** Combat

**Cost:** 12

**Duration:** 1 Round/Power

**Basic Effect:** Morale of target allied troop is increased by one.

**Advanced Effect:** Morale of target allied troop is increased by two.

**Expert Effect:** Morale of all allied troops is increased by two.

Troops with high Morale have a chance of being able to move, attack, or act two times in a row.



### *Teleport*

**Type:** Combat

**Cost:** 15

**Duration:** Instant

**Basic Effect:** Target allied troop instantly moves to an unoccupied target hex. Troop can't teleport over walls or moats.

**Advanced Effect:** Same as Basic Effect, except troop may teleport over walls but not moats.

**Expert Effect:** Troop can move to any unoccupied hex.

You can cast this spell to instantly bring your slow troops to the enemy. It's also useful to defeat town defenses during siege combat.



## Level IV



### Clone

**Type:** Combat

**Cost:** 24

**Duration:** Current battle

**Basic Effect:** Creates a duplicate of target allied troop levels 1 through 5. The duplicate can attack but is dispelled if it receives any damage. Creatures from a given town are rated level 1 through 7 based on their relative combat effectiveness. Thus, for the Castle, Pikemen, and Halberdiers are level 1 creatures, while Angels and Archangels are level 7.

**Advanced Effect:** Same as Basic Effect, except the duplicate may be a level 1 to level 6 troop.

**Expert Effect:** Same as Basic Effect, except the duplicate may be a level 1 to level 7 troop.

It's better to Clone a fast troop than a slow one. Fast troops have the best chance of attacking without receiving damage. If you face a Clone, take it out with a ranged attack.



### Prayer

**Type:** Combat

**Cost:** 16

**Duration:** 1 Round/Power

**Basic Effect:** Target allied troop's Attack, Defense, and Speed (hexes per turn) ratings are increased by two.

**Advanced Effect:** Target allied troop's Attack, Defense, and Speed ratings are increased by four.

**Expert Effect:** All allied troops' Attack, Defense, and Speed ratings are increased by four.

This spell combines the effects of Stone Skin, Bloodlust, and Haste into a single casting.



## Water Walk

**Type:** Adventure

**Cost:** 12

**Duration:** 1 Day

**Basic Effect:** The casting Hero may follow a movement path across water, provided the end destination is an unoccupied location on land. Water movement may be up to 60 percent of the Hero's normal movement.

**Advanced Effect:** Same as Basic Effect, except that water movement may be up to 80 percent of the Hero's normal movement.

**Expert Effect:** Same as Basic Effect, except that water movement may be made at the Hero's full, normal movement.

This spell is great for jumping small bodies of water. Just make sure you save enough Spell Points to cast Water Walk again, or have some other way of returning.

## Level V



## Summon Water Elemental

**Type:** Combat

**Cost:** 25

**Duration:** Battle

**Basic Effect:** A troop containing (Power x 2) Water Elementals appears on the side of the casting player. Only one type of summoned Elemental is allowed on the battlefield at once, so other schools' summon Elemental spells will fail.

**Advanced Effect:** Same as Basic Effect, except that (Power x 3) Water Elementals are summoned.

**Expert Effect:** Same as Basic Effect, except that (Power x 4) Water Elementals are summoned.

Though a tad slow, Water Elementals have good Attack and Defense ratings and are comparable to level 4 town creatures.

## CHAPTER FOUR *The Land*

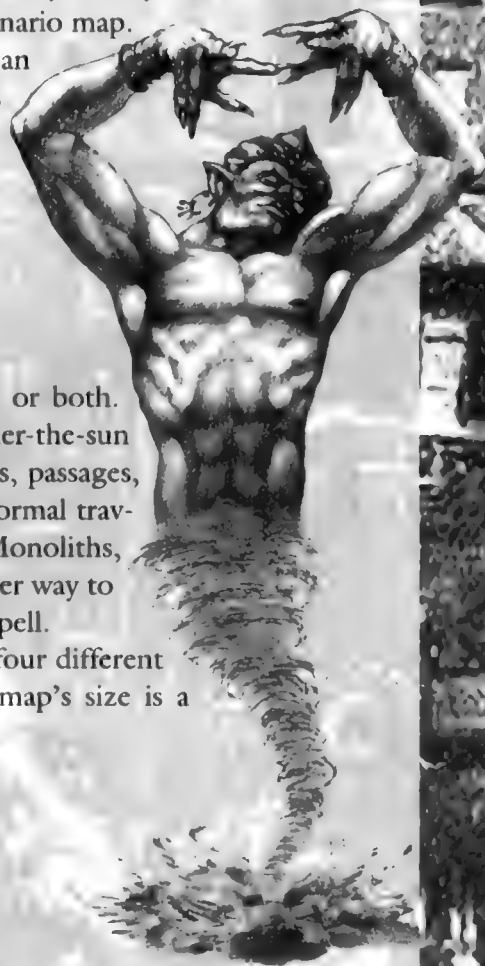
The land of Erathia is a big place, but in each scenario you only have to concern yourself with the small part shown on the scenario map.

Maps represent a square section of Erathia and can have surface and subterranean levels. This features the *Heroes of Might & Magic III* map and its terrain and features.

### Map Layers

Maps can have a surface or a subterranean level, or both. The surface layer represents the aboveground, under-the-sun land, while the subterranean layer shows the caves, passages, and caverns beneath it. If a map has two layers, normal travel between the layers takes place through Monoliths, Subterranean Gates, and Whirlpools. The only other way to get between the layers is to use the Town Portal spell.

*Heroes of Might and Magic III* maps come in four different sizes—small, medium, large, and extra large. A map's size is a rough indicator of how long it will take to play.



## Table 4-1. Map Size in Tiles

SIZE	LAND TILES
Small	36 x 36
Medium	72 x 72
Large	108 x 108
Extra Large	144 x 144

## Terrain

The map's terrain is made up of ground, water, and barricade obstacles. Ground is the land that your Heroes can ride over. Water blocks Hero movement, but may be traveled by boats or crossed with the Water Walk spell. Barricade obstacles, such as mountains and forests, block Hero movement and may be crossed only using the Fly or Dimension Door spell.

## The Edge

As far as action in a given scenario is concerned, there is nothing beyond the edge of the map. The edge absolutely blocks movement. This may seem obvious, but has important strategic ramifications. Territory along the edge usually is more defensible. If your territory is backed by an edge, you don't have to worry about being attacked along that side. The presence of Subterranean Gates or Monoliths can sometimes defeat this effect.

On the other hand, the edge can limit the direction of your expanse, stunt your mobility, or reduce your access to required resources. In most situations, the pros of edge territory outweigh the cons, but you should recognize these factors, particularly on maps that are resource poor or have victory conditions that are more readily met from positions of mobility.

## The Shroud

You can only see the parts of the map that have been visited by your Heroes; the rest is covered by a darkness called "the Shroud." As your Heroes move across the map, they reveal the area that they can see, which normally is everything within a radius of five tiles. The Scouting secondary skill extends this range. Normally, once the Shroud is uncovered, you can see everything that goes on in uncovered territory, including the movements of your enemies.

It's important to realize that the Shroud is different for each player. Your enemies can only see places that their Heroes have uncovered. Because the AI doesn't cheat, the computer doesn't know your location or strategic situation unless it has explored your territory.

## Moving Your Heroes

Your Heroes have a movement limit that determines how far they can travel each turn. This limit is determined by the Speed rating of the *slowest* creature in their army. The base movement limits are shown in the table below. The Logistics secondary skill gives Heroes a bonus to their movement limit.

**Table 4-2. Hero Movement Limit**

CREATURE SPEED	HERO MOVEMENT
3-4	15 tiles
5	16 tiles
6-7	17 tiles
8	18 tiles
9-10	19 tiles
11+	20 tiles

## Rough Terrain and Roads

Hero movement is lower over rough terrain and higher on roads. The penalty for movement over rough terrain is less for Heroes possessing the Pathfinding skill. The effects of rough terrain and roads are applied by assigning a *movement limit cost* to each ground tile. If a Hero doesn't have enough movement limit to enter a tile, he or she will have to wait until the next turn to do so.

The table below shows the cost of entering tiles based on their terrain type. A percentage of about 100 percent means that it costs more than normal to enter a tile. A percentage below 100 percent indicates terrain that Heroes can move farther on.

**Table 4-3. Movement Cost**

TERRAIN TYPE	NORMAL	BASIC PATHFINDING	ADVANCED PATHFINDING	EXPERT PATHFINDING
Dirt	100%	100%	100%	100%
Grass	100%	100%	100%	100%
Lava	100%	100%	100%	100%
Road (Cobblestone)	50%	50%	50%	50%
Road (Dirt)	75%	75%	75%	75%
Road (Gravel)	65%	65%	65%	65%
Rough	125%	100%	100%	100%
Sand	150%	125%	100%	100%
Snow	150%	125%	100%	100%
Subterranean	100%	100%	100%	100%
Swamp	175%	150%	125%	100%
Water	100%	100%	100%	100%

## Monoliths

Monoliths are teleporter gates that your Heroes can step through to instantly travel to an exit gate elsewhere on the map. Monoliths are either one-way or two-way. Travel with One-Way Monoliths goes from a One-Way Monolith Entrance to a One-Way Monolith Exit. You can't go back through an Exit Monolith to return to your starting point. Two-Way Monoliths act as both entrances and exits.

There are three varieties for each type of Monolith. One-Way Monoliths can be pink, tan, or blue. Two-Way Monoliths are green, red, or purple. Travel takes place between Monoliths of the same color. If there's only a single entrance/exit pair for a Monolith color then travel takes place between them. If there is more than one available exit point for a Monolith, then the exit gate is chosen randomly each time a Hero passes through an entrance.

## Boats

Normal movement over water requires a boat. You can buy boats at Shipyards found in Castle, Fortress, and Necropolis towns and on the Adventure Map. You also can summon them with the Summon Boat spell or destroy them with Scuttle Boat. You don't *own* the boats you buy in that enemy Heroes can use the boats you leave behind. The main thing to notice about boat travel is that it burns up the remainder of a Hero's movement limit when they get on or leave a boat.

## Whirlpools

Whirlpools are located on water and act very similarly to Two-Way Monoliths. Boats can pass from one Whirlpool to another. If there are more than two Whirlpools on a map, the destination Whirlpool is determined randomly.

When you pass through a Whirlpool, some of your army is destroyed. You lose half of your weakest stack, rounded up. It can be rather traumatic to lose half of your 1,000-member Centaur Captain stack. Avoid this by creating a *Whirlpool victim stack* made up of a single level 1 creature.

## Subterranean Gates

Subterranean Gates allow movement between a map's surface and subterranean levels. Random jumps between these gates don't occur. When a Hero enters a gate, he or she is transported to the nearest gate on the other level.

## Movement Spells

If your Heroes gain spells that allow special movements—Fly, Dimension Door, Town Portal, Water Walk, and Summon Boat—remember that you have them. Many maps use water and other barriers to balance the starting strategic positions of their players. Movement spells give you one of the best ways to upset the balance in your favor.

Summon Boat and Water Walk can let you reach locations across water long before you would otherwise be able to. Town Portal can be used to instantly move large armies for town defense or to act as front line reinforcements. Fly and Dimension Door are useful for jumping wandering monsters to reach the treasures they guard. You also can jump monsters so they remain in place to cause problems for your enemies.

## Your Territory: Flagging Locations

Towns and many other map locations may be “flagged” by players. To have a location, fly your kingdom's flag. One of your Heroes must be the last to visit it. If another player's Hero reaches the location, it becomes flagged in their color. When a player is eliminated, all of his or her flagged locations become neutral.

Flagged locations provide benefits to their controlling kingdom.

# Adventure Map Items and Locations

## Towns

Towns are the most important locations on the map. Towns provide the players who control them with new Heroes, spells, creatures, a daily measure of Gold, and many other benefits. Each player must have at least one town. Players are eliminated from the game if they don't have a town for seven continuous days.

When you're choosing a town to attack, you should always get as much information about it as possible. Players may protect their towns from attack by maintaining Garrison armies. Garrison armies live in their towns and make up the defensive forces during enemy siege. When you right-click on enemy and neutral towns, you can see how built up their defensive fortifications are and see what creatures are in their Garrisons. Cast Visions to see exactly how many creatures are there.

## Mines and Windmills

You need resources—Wood, Ore, Mercury, Sulfur, Crystal, Gems, and Gold—to construct buildings in your towns and to recruit creatures. Each resource has an associated mine. Each mine you control provides you with a daily measure of its resource.

The importance of having control over mines depends on the scenario. In most cases, players have the highest resource needs during the early- to mid-part of the game. After you've built up your towns, you'll find that your need for all resources except for Gold will go way down. So, in the later game, protecting your mines becomes less of an issue. Still, don't give them up gratuitously. You can always trade resources for Gold at Marketplaces.

Windmills provide a random resource once per week. To gain their resources, you must have a Hero go visit them each week.

Water Mills give 500G on the first week, and on the second and consecutive weeks they give 1,000G.



## Loose Items

Treasure, loose resources, artifacts, and Scholars are “picked up” by the first Hero who visits them. In the early game, you should make a concentrated effort to grab all of the loose items available to you. Once they’re gone, they’re gone.

When you pick up a treasure chest, there’s a small chance that it’ll contain an artifact. Otherwise, you’ll be offered a choice of Gold or experience. It’s generally a good idea to pick up the experience unless you’re particularly poverty stricken. If you go for the experience, be careful about who picks up the chests because the experience will go to the visiting Hero. Usually, it’s better to have one or two high-level Heroes and some lesser Heroes, rather than a group of medium-level Heroes.

## Creature Dwellings

You may visit creature generators to recruit creatures into your Heroes’ armies. Each type of creature has a dwelling where you can find their non-upgraded version. When you approach a neutral or enemy-controlled generator containing creatures of level 5 or higher, you must fight a group of them before you can flag it. If you flag a dwelling containing creatures produced in one or more of your towns, those towns gain a bonus in production of that creature type. As with town creature generators, creature dwelling populations go up each week.

## Skill Locations

Many locations will boost the skills of Heroes who visit them. Some will provide raw experience or spells, or advance Hero primary skills. Others will boost the Luck or Morale, or both, of the Hero’s troops. Unless you need to get a Hero someplace in a hurry, there’s no reason not to visit these locations.

Some locations will give your Heroes secondary skill advancements. The School of War and School of Magic locations offer a selection of skills that they’ll teach you for a price. You should make your decision to purchase a skill following the guidelines for Hero advancement outlined in Chapter 3. When a Hero visits a Witch Hut, he or she *automatically* gains the random secondary skill taught there. It’s a good idea to visit an unexplored Witch Hut with one of your secondary Heroes. This way, you can find out what skill is taught without risking filling up one of your major Heroes’ secondary skill slots with a useless skill.

## Wandering Monsters

You shouldn't necessarily look at wandering monsters as "the enemy." If a Hero can easily defeat them, then they're an easy source of experience. Wandering monsters also can be left in place to deny routes to your enemies.

Wandering monsters won't always want to fight you. They may run or offer to join you. When a map is designed, each creature is assigned a *hostility rating* of 1 through 10. Creatures with a hostility rating of 1 always offer to join you. Those with ratings of 2 or 3 offer to join you for a price. Creatures with 10 ratings will fight you no matter what.

For ratings of 4 to 9, what the wandering monsters do when you attack them depends on the strength of your army, whether the Hero has the Diplomacy secondary skill, and how much of your army is from the same town type as the wandering monster. The higher your army's strength, the more likely it is the monsters will be disinclined to fight. At this point, the effects of Hero Diplomacy and like creatures in his or her army will determine whether the monsters offer to join or flee.

If you think you can beat a fleeing monster and take light or no casualties, you should attack it for the experience.

When you right-click on a wandering monster, the type and number of creatures in the group is displayed. Unless you use Visions, the quantity will be represented by a descriptive word like "lots" or "few." The following table explains these quantity terms. You may want to wait to cast Visions until after you've checked the approximate quantity. You'll probably know right off the bat if your army can defeat a pack of Goblins, but when the quantity gets up to "throng," there's a big difference between 100 monsters and 249 of them. Then, knowing the exact quantity can be very useful.

**Table 4-4. Creature Quantity Terms**

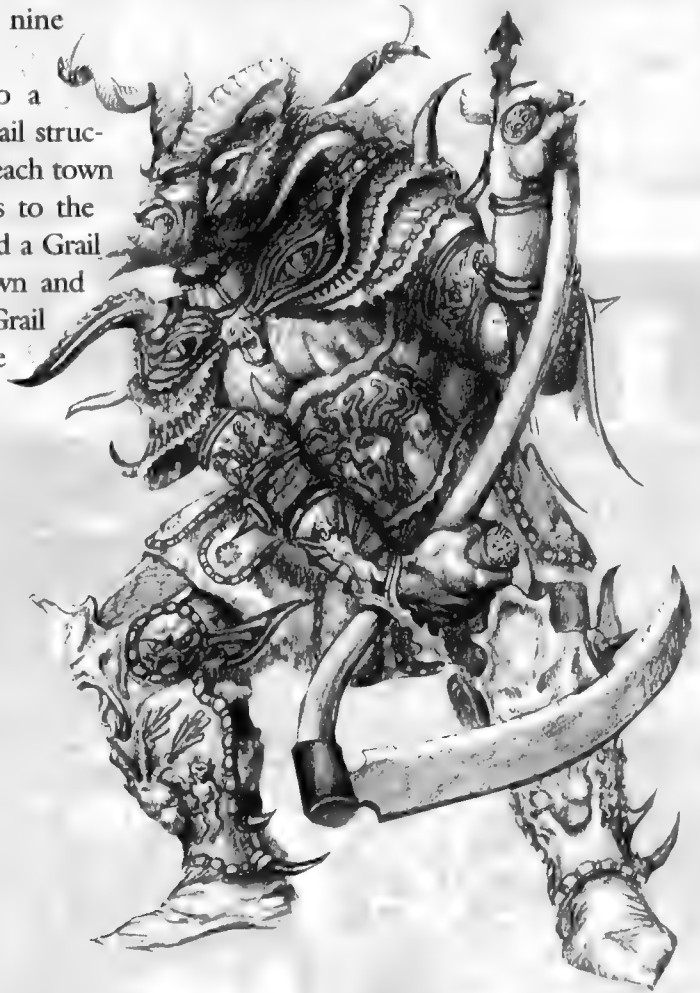
TERM	QUANTITY
Few	1-4
Several	5-9
Pack	10-19
Lots	20-49
Horde	50-99
Throng	100-249
Swarm	250-499
Zounds	500-999
Legion	1,000-4,000

## The Grail and Obelisks

The Grail is a special artifact that's buried on any map that contains Obelisks. Although map designers can place the Grail at a specific hiding place, it's usually randomly placed. The location of the Grail is revealed on the Puzzle Map. A portion of the Puzzle Map is revealed when you visit an Obelisk. How much is revealed depends on how many Obelisks there are on the Adventure Map. The more Obelisks there are, the less that's revealed when you visit one.

Only terrain is shown on the Puzzle Map, so you can't use buildings as landmarks. Once you *do* recognize the area represented on the Puzzle Map, you can find the Grail easily. It will be located at one of the nine tiles making up a 3 x 3 square, dead at the middle of the Puzzle Map. Another clue: The Grail will never be located within nine tiles of the map's edge.

When you bring the Grail to a town, you can use it to build a Grail structure. This structure is different for each town type, but all provide great benefits to the kingdoms that build them. To build a Grail structure, bring the Grail to a town and then click on the hall. A list of Grail structures and their effects is in the next chapter.





## CHAPTER FIVE TOWNS

Towns are the most important part of your kingdom. As you explore the map, you'll come across many other locations and make them part of your territory. All will benefit your cause, but none so much as your towns. Towns provide you with Heroes, Gold, creatures for your army, resources, and spells—and they act as centers for trade and staging areas for campaigns. Further, your survival in the game depends on town possession. Fail to hold at least one town for seven days and you're out of the game.

*Heroes of Might & Magic III* has eight different town types. This chapter features all of them. It discusses issues common to all towns and the special features of each, along with different town management strategies and specific guidelines on applying them to a variety of situations.

### Features Common to All Towns

#### Halls

A town's hall is its seat of civil government. Each town starts with a Village Hall that may be upgraded to Town Hall, City Hall, and then Capitol. Halls do two things: They allow you to construct other town structures and give you a daily Gold income. This income increases when you upgrade a hall.

Usually hall income will be your primary source of Gold, so almost always upgrade your halls quickly. This is particularly true for your starting town. For towns you acquire later, the only halls you shouldn't develop are those that you're sure the enemy is going to take from you before you can recoup your investment.

You may have only one Capitol in your kingdom. You'll almost always build it in your first town, but make sure that you protect the town it's in. At 10,000 Gold a pop, you don't want to have to rebuild a Capitol.

**Table 5-1. Hall Development**

STRUCTURE	COST	REQUIREMENTS	GOLD INCOME
Village Hall	—	—	500 Gold/day
Town Hall	2,500 Gold	Village Hall, Tavern	1,000 Gold/day
City Hall	5,000 Gold	Town Hall, Blacksmith, Mage Guild I Marketplace	2,000 Gold/day
Capitol	10,000 Gold	City Hall, Castle	4,000 Gold/day

## Castles

Castle structures (not to be confused with the town type, Castle) provide your town with defensive fortifications and, at higher upgrade levels, an increase in creature production. Because you must build a fort before you can build creature generators, build them in towns that you want to use as troop recruiting centers. If you plan to keep and defend a town, you should upgrade to a castle of the highest level. The defensive benefits you gain will pay for themselves by reducing your casualties and allowing you to inflict more casualties on attacking siege armies.

**Table 5-2. Castle Development**

STRUCTURE	COST	REQUIREMENTS	BENEFITS
Fort	5,000 Gold+20 Wood+20 Ore	Village Hall	Town Walls
Citadel	2,500 Gold+5 Ore	Fort	Moat, Arrow Tower 50 percent creature production bonus
Castle	5,000 Gold+10 Wood+10 Ore	Two Arrow Towers, Walls Upgraded	100% creature production bonus

## Mage Guilds

Mage Guilds provide your Heroes with spells and Spell Books. They may be upgraded through five levels. Each time you build a new Mage Guild level, the number of spells available to visiting Heroes increases. Towns with Mage Guilds also restore the Spell Points of Heroes who start a new day as a visitor or Garrison commander.

Mage Guilds are expensive to build and upgrade, so consider carefully before investing in them. Heroes without the Wisdom secondary skill gain no benefits from Mage Guild III or above. Likewise, Mage Guilds do you little good at towns your Heroes never visit. On the other hand, if your play style revolves around the use of powerful spellcasters, fully upgraded Mage Guilds are your strategic bread and butter.

If your starting Hero doesn't have a Spell Book and you don't expect him or her to return to your starting town for a few game weeks, consider building a Mage Guild I on the first turn. If you buy the Hero a Spell Book before you send him or her out to explore, you've given him or her five spells and the ability to learn more. Otherwise, build a Town Hall first and hold off on the Mage Guild—but not for *too* long. A Mage Guild I is a prerequisite for the City Hall, and you'll definitely want to build that.

**Table 5-3. Mage Guild Development**

STRUCTURE	COST	REQUIREMENTS	BENEFITS
Mage Guild I	2,000 Gold+5 Wood+5 Ore	Village Hall	Heroes can purchase Spell Books, five level 1 spells
Mage Guild II	1,000 Gold+5 Wood+5 Ore+4 Crystal+4 Gems+4 Mercury+4 Sulfur	Mage Guild I	Four level 2 spells
Mage Guild III (max. for Stronghold and Fortress)	1,000 Gold+5 Wood+5 Ore+6 Crystal+6 Gems+6 Mercury+6 Sulfur	Mage Guild II	Three level 3 spells
Mage Guild IV (max. for Castle)	1,000 Gold+5 Wood+8 Crystal+8 Gems+8 Mercury+8 Sulfur	Mage Guild III	Two level 4 spells
Mage Guild V	1,000 Gold+5 Wood+5 Ore+10 Crystal+10 Gems+10 Mercury+10 Sulfur	Mage Guild IV	One level 5 spell



## Marketplaces and Resource Silos

The basic Marketplace allows you to trade one resource type for another. Think of your town Marketplaces as for-profit businesses. No matter what, you'll come out behind on deals with the merchant. You get a better deal if you control multiple Marketplaces, but you'll never get a great deal. It's *always* more efficient to get your resources from mines or other sources. This is a great reason for *not using* your Marketplaces. You should, however, build them if for no other purpose than to fulfill the prerequisite requirement for the Resource Silo and City Hall upgrades.

Resource Silos, like mines, provide your kingdom with a daily measure of resources. Resource Silos are worth building in the early- and mid-game stages, when raw materials are required.

The Artifact Merchants upgrade is available in Towers and Dungeons. The structure allows you to purchase and sell artifacts. Again, you'll find that the merchant will buy low and sell high. The Freelancer's Guild upgrade, available at Strongholds, allows you to sell unwanted creatures at far below their recruitment cost.

If things are going well for you in a scenario, you'll reach a point where you have surplus resources. This happens after you've built up your towns. Then trade your building material resources for Gold. Just keep enough to develop cities you conquer and to pay the recruiting costs of creatures that want more than Gold (like the Titan, with a recruiting cost of 2,000 Gold+1 Gem). The Artifact Merchants and Freelancer's Guild can similarly be used to get rid of useless artifacts and unused creatures.

**Table 5-4. Marketplace Development**

STRUCTURE	COST	REQUIREMENTS	BENEFITS
Marketplace	500 Gold+5 Wood	Village Hall	Trade one resource for another
Resource Silo	5,000 Gold+5 Ore	Marketplace	See Table 5-5
Artifact Merchant	10,000 Gold	Marketplace	Trade resources for artifacts
Freelancer's Guild	1,000 Gold	Marketplace	Sell creatures



*Table 5-5. Resources Provided by Silos*

TOWN	RESOURCE/DAY
Castle	1 Wood+1 Ore
Dungeon	1 Sulfur
Fortress	1 Wood+1 Ore
Inferno	1 Mercury
Necropolis	1 Wood+1 Ore
Rampart	1 Crystal
Stronghold	1 Wood+1 Ore
Tower	1 Gem

## Taverns

Taverns act as recruiting centers for Heroes as described in Chapter 2. They also house the Thieves' Guild, which provides you with a report comparing the progress of each player. The more Taverns you control, the richer the information in the report. You should check with the Thieves' Guild periodically so you know how much to worry about each player. Taverns cost 500 Gold+5 Ore to build.

*Table 5-6. Thieves' Guild Report Level*

TAVERNS CONTROLLED	REPORT INFORMATION
1	Number of towns, Number of Heroes, Gold, Best Hero
2	Wood & Ore; Sulfur, Crystal, and Gems; Obelisks Found, Best Hero Personality
3	Artifacts, Kingdom Army Strength, Best Monster
4+	Income

## Creature Generators and Hordes

Each town has seven creature generator buildings to produce their level 1 through 7 creatures. Although each generator has its own prerequisites and cost (outlined a bit further on in the chapter), you must have a Fort built before you can build any of them. Each generator building has an upgraded version that produces the higher level version of its creature (see Chapter 6).

Although the game is very much about building large armies to pit against your enemies, it's not always a good idea to aggressively build up your generators. The main thing you want to avoid is building up a town's creature production capability and then losing that town to an enemy siege. Then your enemy can turn your hard work against you. So, if you build generators, make sure you can protect them.

Building creature generator upgrades is a good investment. The upgraded versions of creatures are always tougher than their basic versions. Upgraded creatures that pick up better Speed ratings or special attacks (or both) are particularly useful. Heroes with basic creatures may upgrade them at towns with the creatures' upgraded generator. The upgrade cost is the difference between the basic and upgraded creature recruitment cost.

On Day 1 of each week, creature generators produce a given number of creatures. The higher the level of the creature involved, the fewer creatures produced. Horde buildings add a weekly production bonus for particular generators.

Creatures not recruited stockpile at generators. Take advantage of this fact by not recruiting creatures until you need them. If you have a large enough Gold reserve, you can leave your towns undefended until they're in danger of attack. Wait until the enemy is bearing down on one of your towns before recruiting stockpiled creatures to man the Garrison. You can only do this if you have explored the area around your towns so you can see nearby enemy Heroes. Be warned: this tactic will do you no good if an enemy can reach your town from under the Shroud in a single turn.

## Blacksmiths

War Machines (see Chapter 6) are sold at town Blacksmiths. (The War Machine that is available is different for each town type.) The Blacksmith structure is also a prerequisite for the City Hall. These are both great reasons for building Blacksmiths.

### Table 5-7. War Machines Provided by Blacksmiths

TOWN	WAR MACHINE
Castle	Ballista
Dungeon	Ballista
Fortress	First Aid Tent
Inferno	Ammo Cart
Necropolis	First Aid Tent
Rampart	First Aid Tent
Stronghold	Ammo Cart
Tower	Ammo Cart

## Shipyards

You purchase boats from Shipyards. They can only be built at Castle, Necropolis, and Fortress towns located on shores. The value of this building is directly related to how much water travel is involved in a given scenario. Before you invest in a Shipyard, see if you have easy access to an Adventure Map location Shipyard or nearby, loose boats. Boats purchased from Adventure Map Shipyards cost the same as those purchased from town Shipyards, and loose ships are free for the taking. Either way, you save the cost of constructing the building.

Town Shipyards cost 2,000 Gold+10 Wood to build. Boats cost 1,000 Gold+10 Wood.

## Grail Structures

When you find the Grail, you can bring it back to one of your towns and build a Grail Structure. To do this, bring the Hero carrying the Grail to a town and then click on the town's hall. You are asked if you want to build the Grail structure. Answer yes to do so. This process uses up the Grail, so there can only be one Grail structure in any given scenario.

There are eight different Grail structures, one for each town type. All of the structures increase creature production in the town by 50 percent and provide 5,000 Gold/day to their kingdom. The other effects of Grail structure are listed in Table 5-8.

Choose the town in which you place your Grail structure carefully. For starters, the town should be very defensible; you don't want to lose your Grail-structure-boosted town to the enemy. The town also should be one of your major creature producers so that it gains maximum advantage from the production boost. Finally, consider the various Grail structure special effects and which ones are most useful to your current situation.

**Table 5-8. Grail Structures by Town**

TOWN	GRAIL STRUCTURE	SPECIAL EFFECTS
Castle	Colossus	+2 Morale bonus for all allied Heroes
Dungeon	Guardian of Earth	+12 Power for Garrison Hero during siege
Fortress	Carnivorous Plant	+10 Attack and Defense for Garrison Hero during siege
Inferno	Deity of Fire	All weeks are Week of the Imp (+19 Imp/Familiar production)
Necropolis	Soul Prison	Necromancy skill of allied Heroes increased by 20 percent
Rampart	Spirit Guardian	+2 Luck for all allied Heroes
Stronghold	Warlords' Monument	+20 Attack for Garrison Hero during siege
Tower	Skyship	+15 Knowledge for Garrison Hero during siege

# Castle



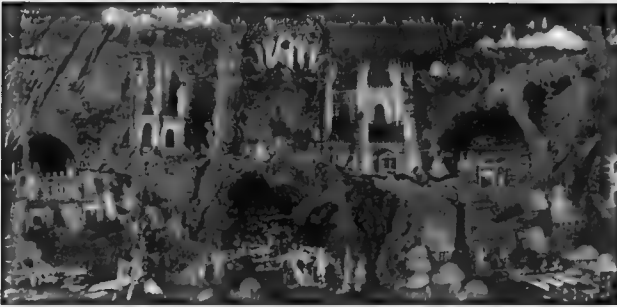
The Castle is home to the Druid and Knight, and is one of the more balanced towns. Building up a Castle requires a supply of all resource types, but doesn't rely heavily on any in particular. When building up Castle creature generators, be aware of how the Barracks

structure acts as a prerequisite choke point for building the Griffin Tower, Monastery, and Training Grounds. Build the Barracks early to increase your expansion options.

## Table 5-9. Unique Castle Buildings

STRUCTURE	COST	REQUIREMENTS	BENEFITS
Brotherhood of the Sword	500 Gold+5 Wood	Tavern	+2 Morale for Garrison creatures
Lighthouse	2,000 Gold+10 Ore	Lighthouse	Each Lighthouse increases your movement limit on boats
Stables	2,000 Gold+10 Wood	Barracks	Increases movement limit of visiting Heroes
Guardhouse	500 Gold+10 Ore	Fort	14 Pikemen/week
Upgraded Guardhouse	1,000 Gold+5 Ore	Guardhouse	14 Halberdiers/week
Archers' Tower	1,000 Gold+5 Wood+5 Ore	Guardhouse	9 Archers/week
Upgraded Archers' Tower	1,000 Gold+5 Wood+5 Ore	Archers' Tower	9 Marksmen/week
Griffin Tower	1,000 Gold+5 Ore	Barracks	7 Griffins/week
Upgraded Griffin Tower	1,000 Gold+5 Ore	Griffin Tower	7 Royal Griffins/week
Griffin Bastion	1,000 Gold	Griffin Tower	+3 Griffin Tower production
Barracks	2,000 Gold+5 Ore	Guardhouse, Blacksmith	4 Swordsmen/week
Upgraded Barracks	2,000 Gold+5 Ore+5 Crystal	Barracks	4 Crusaders/week
Monastery	3,000 Gold+5 Wood+5 Ore+2 Crystal+2 Gems+2 Mercury+2 Sulfur	Mage Guild I, Barracks	3 Monks/week
Upgraded Monastery	1,000 Gold+2 Wood+2 Ore+2 Crystal+2 Gems+2 Mercury+2 Sulfur	Monastery	3 Zealots/week
Training Grounds	5,000 Gold+20 Wood	Stables	2 Cavaliers/week
Upgraded Training Grounds	3,000 Gold+10 Wood	Training Grounds	2 Champions/week
Portal of Glory	20,000 Gold+10 Crystal+10 Gems+10 Mercury+10 Sulfur	Monastery	1 Angel/week
Upgraded Portal of Glory	20,000 Gold+10 Crystal+10 Gems+10 Mercury+10 Sulfur	Portal of Glory	1 Archangel/week

# Dungeon



The Dungeon is an expensive town to complete and requires a heroic quantity of sulfur. The Upgraded Dragon Cave, which is one of the most expensive level 7 creature generators in the game, is the primary cause. Dungeons are best suited to longer games where it takes

opponents at least a couple weeks to find each other. Dungeons may be slow to start, but if they get up and running, they produce strong armies and are great support centers for spellcasters.

## Table 5-10. Unique Dungeon Buildings

STRUCTURE	COST	REQUIREMENTS	BENEFITS
Academy of Battle Scholars	1,000 Gold+5 Wood+5 Ore	Village Hall	1,000 experience for visiting Heroes (once per Hero)
Mana Vortex	1,000 Gold	Mage Guild I	Temporarily doubles Spell Points of visiting Heroes
Portal of Summoning	2,500 Gold+5 Ore	Village Hall	Recruit creatures from random, flagged Adventure Map creature dwelling
Warren	400 Gold+10 Wood	Fort	14 Troglodytes/week
Upgraded Warren	1,000 Gold+5 Wood	Warren	14 Infernal Troglodytes/week
Mushroom Rings	1,000 Gold	Warren	+7 Warren production
Harpy Loft	1,000 Gold	Warren	8 Harpies/week
Upgraded Harpy Loft	1,000 Gold+2 Crystal+2 Sulfur	Harpy Loft	8 Harpy Hags/week
Pillar of Eyes	1,000 Gold+1 Wood+1 Ore+1 Crystal+1 Mercury+1 Sulfur	Warren	7 Beholders/week
Upgraded Pillar of Eyes	1,000 Gold+1 Wood+1 Ore+1 Crystal+1 Mercury+1 Sulfur	Pillar of Eyes	7 Evil Eyes
Chapel of Stilled Voices	2,000 Gold+5 Wood+10 Ore	Harpy Loft, Pillar of Eyes	4 Medusas/week
Upgraded Chapel of Stilled Voices	1,500 Gold+5 Wood	Chapel of Stilled Voices	4 Medusa Queens/week
Labyrinth	4,000 Gold+10 Ore+10 Gems	Chapel of Stilled Voices	3 Minotaurs/week
Upgraded Labyrinth	3,000 Gold+5 Ore+5 Gems	Labyrinth	3 Minotaur Kings/week
Manticore Lair	5,000 Gold+5 Wood+5 Ore+5 Mercury+5 Sulfur	Chapel of Stilled Voices	2 Manticores/week
Upgraded Manticore Lair	3000 Gold+5 Wood+5 Ore+5 Mercury+5 Sulfur	Manticore Lair	2 Scorpicores/week
Dragon Cave	15,000 Gold+15 Wood+15 Ore+20 Sulfur	Mage Guild II,	1 Red Dragon/week Labyrinth, Manticore Lair
Upgraded Dragon Cave	15,000 Gold+15 Wood+15 Ore+20 Sulfur	Mage Guild III, Dragon Cave	1 Black Dragon/week

## Fortress



The Fortress is a real bargain. Its creature generators require less Gold to complete than those of any other town. Although it does use up a lot of Wood, this resource is almost always in good supply and is the least expensive to purchase from Marketplaces.

Fortresses are also easier to defend than most cities once the Blood Obelisk, Glyphs of Fear, and Cage of Warlords are built.

The catch is Fortress-based armies lack upper-end punch. The Hydra, its level 7 creature, is the slowest in its class and lacks a ranged attack. Fortresses are therefore good cities for resource-poor maps or shorter games.

### Table 5-11. Unique Fortress Buildings

STRUCTURE	COST	REQUIREMENTS	BENEFITS
Blood Obelisk	1,000 Gold	Glyphs of Fear	+2 Attack for Garrison Hero during siege
Glyphs of Fear	1,000 Gold	Fort	+2 Defense for Garrison Hero during siege
Cage of Warlords	1,000 Gold	Town Hall, Glyphs of Fear	+1 Defense for visiting Heroes Permanent (once per Hero)
Gnoll Hut	400 Gold+10 Wood	Fort	12 Gnolls/week
Upgraded Gnoll Hut	1,000 Gold+10 Wood	Tavern, Gnoll Hut	12 Gnoll Marauders/week
Captain's Quarters	1,000 Gold	Gnoll Hut	+6 Gnoll Hut production
Lizard Den	1,000 Gold+5 Wood	Gnoll Hut	8 Lizardmen/week
Upgraded Lizard Den	1,000 Gold+5 Wood	Lizard Den	8 Lizard Warriors/week
Serpent Fly Hive	1,000 Gold+5 Wood+2 Mercury+2 Sulfur	Gnoll Hut	8 Serpent Flies/week
Upgraded Serpent Fly Hive	1,000 Gold+2 Mercury+2 Sulfur	Serpent Fly Hive	8 Dragon Flies/week
Basilisk Pit	2,000 Gold+5 Wood+10 Ore	Serpent Fly Hive	4 Basilisks/week
Upgraded Basilisk Pit	2,000 Gold+5 Wood+5 Ore	Basilisk Pit	4 Greater Basilisks/week
Gorgon Lair	2,500 Gold+10 Wood+10 Ore+5 Mercury+5 Sulfur	Serpent Fly Hive, Lizard Den	3 Gorgons/week
Upgraded Gorgon Lair	2,000 Gold+5 Wood+5 Ore	Gorgon Lair, Resource Silo	3 Mighty Gorgons/week
Wyvern Nest	3,500 Gold+15 Wood	Lizard Den	2 Wyverns/week
Upgraded Wyvern Nest	3,000 Gold+10 Wood+10 Mercury	Wyvern Nest	2 Wyvern Monarchs/week
Hydra Pond	10,000 Gold+10 Wood+10 Ore+10 Sulfur	Basilisk Pit, Wyvern Lair	1 Hydra/week
Upgraded Hydra Pond	15,000 Gold+10 Wood+10 Ore+20 Sulfur	Hydra Pond	1 Chaos Hydra/week

# Inferno



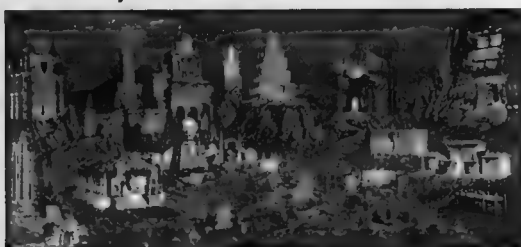
you can build the level 4 Demon Gate creature generator. If you start with an Inferno, it's very likely that you'll have the Demon Gate's prerequisite buildings pre-built on Day 1.

In terms of construction cost, the Inferno is dead middle in the pack. Infernos require a balanced supply of resources to complete. Mercury is in high demand, both in terms of construction costs and for paying Devil and Arch Devil recruitment fees. Notice how quickly

**Table 5-12. Unique Inferno Buildings**

STRUCTURE	COST	REQUIREMENTS	BENEFITS
Brimstone Stormclouds	1,000 Gold+5 Sulfur	Fort	+2 Power for Garrison Hero during siege
Castle Gate	10,000 Gold+5 Wood+5 Ore	Citadel	Visiting Hero can teleport to another Inferno with Castle Gate
Order of Fire	1,000 Gold+5 Wood	Mage Guild I	Permanent +1 Power for visiting Heroes (once per Hero)
Imp Crucible	300 Gold+5 Wood+5		15 Imps/week
Upgraded Imp Crucible	1,000 Gold	Imp Crucible	15 Familiars/week
Birthing Pool	1,000 Gold	Imp Crucible	+8 Imp Crucible production
Hall of Sins	1,000 Gold+5 Ore	Imp Crucible	8 Gogs/week
Upgraded Hall of Sins	1,000 Gold+5 Mercury	Hall of Sins	8 Magogs/week
Kennels	1,500 Gold+10 Wood	Imp Crucible	5 Hell Hounds/week
Upgraded Kennels	1,500 Gold+5 Sulfur	Kennels	5 Cerberi/week
Cages	1,000 Gold	Kennels	+3 Kennel production
Demon Gate	2,000 Gold+5 Wood+5 Ore	Hall of Sins	4 Demons/week
Upgraded Demon Gate	2,000 Gold+5 Wood+5 Ore	Demon Gate	4 Horned Demons/week
Hell Hole	3,000 Gold	Demon Gate	3 Pit Fiends/week
Upgraded Hell Hole	3,000 Gold+5 Mercury+5 Sulfur	Mage Guild II, Hell Hole	3 Pit Lords/week
Fire Lake	4,000 Gold+10 Ore+3 Gems+3 Mercury+3 Sulfur	Mage Guild I, Demon Gate	2 Effects/week
Upgraded Fire Lake	3,000 Gold+5 Ore+5 Gems+5 Mercury+5 Sulfur	Fire Lake	2 Effect Sultans/week
Forsaken Palace	15,000 Gold+10 Wood+10 Ore+20 Mercury	Hell Hole, Fire Lake	1 Devil/week
Upgraded Forsaken Palace	20,000 Gold+5 Wood+5 Ore+20	Mercury	Forsaken Palace 1 Arch Devil/week

## Necropolis



The Necropolis is all about supporting the Necromancer and Death Knight Hero classes. Both Hero types start out with the Necromancy skill, which practically requires them to build undead armies, and Necropolises are the game's main source of undead creatures. These Heroes are fur-

ther aided by the Necromancy Amplifier and Skeleton Transformer structures, which greatly enhance their power.

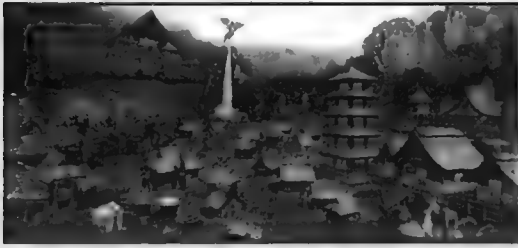
Construction of Necropolis creature generators is light on Crystal, Gem, and Sulfur consumption, but is Mercury greedy. Mercury also is used to recruit the upgraded level 7 Bone Dragon. For these reasons, be sure to build the Resource Silo.

**Table 5-13. Unique Necropolis Buildings**

STRUCTURE	COST	REQUIREMENTS	BENEFITS
Cover of Darkness	1,000 Gold	Fort	Regenerates enemy Shroud in area around town
Necromancy Amplifier	1,000 Gold	Mage Guild I	10 percent bonus to Necromancy skill of allied Necromancers
Skeleton Transformer	2,000 Gold+20 Wood	Cursed Temple	Creatures can be turned into Skeletons
Cursed Temple	400 Gold+5 Wood+5 Ore	Fort	12 Skeletons/week
Upgraded Cursed Temple	1,000 Gold+5 Wood+5 Ore	Cursed Temple	12 Skeleton Warriors/week
Unearthed Graves	1,000 Gold	Skeleton Transformer	+6 Cursed Temple production
Graveyard	1,000 Gold+5 Ore	Cursed Temple	8 Walking Dead/week
Upgraded Graveyard	1,000 Gold+5 Wood+5 Ore	Graveyard	8 Zombies/week
Tomb of Souls	1,500 Gold+5 Wood+5 Ore	Cursed Temple	7 Wights/week
Upgraded Tomb of Souls	1,500 Gold+5 Mercury	Tomb of Souls	7 Wraiths/week
Estate	2,000 Gold+5 Wood+5 Ore	Graveyard	4 Vampires/week
Upgraded Estate	2,000 Gold+5 Wood+10 Crystal+10 Gems	Estate, Necromancy Amplifier	4 Vampire Lords/week
Mausoleum	2,000 Gold+10 Ore+10 Sulfur	Mage Guild I, Graveyard	3 Liches/week
Upgraded Mausoleum	2,000 Gold+5 Ore+5 Sulfur	Mausoleum	3 Power Liches/week
Hall of Darkness	6,000 Gold+10 Wood+10 Ore	Estate, Mausoleum	2 Black Knights/week
Upgraded Hall of Darkness	3,000 Gold+5 Wood+5 Ore+2 Crystal+2 Gems+2 Mercury+2 Sulfur		2 Dread Knights/week
Dragon Vault	10,000 Gold+5 Wood+5 Ore+5 Crystal+5 Mercury+5 Sulfur	Hall of Darkness	1 Bone Dragon/week
Upgraded Dragon Vault	15,000 Gold +5 Wood+5 Ore+20 Mercury	Dragon Vault	1 Ghost Dragon/week



## Rampart



Rampart development is stunningly dependent on a ready supply of Crystal. Crystal is used to construct many buildings and for Green Dragon and Gold Dragon recruiting. Aside from this, resource use is within the bounds of reason. You'll definitely want to build

this town's Resource Silo early on. It provides you with one Crystal per day. The Mystic Pond also provides you with resources, but should be built when you're not faced with a resource problem. On average, it takes six weeks to recoup your investment in a Mystic Pond.

**Table 5-14. Unique Rampart Buildings**

STRUCTURE	COST	REQUIREMENTS	BENEFITS
Mystic Pond	2,000 Gold+2 Wood+2 Ore+2 Crystal+2 Gems+2 Mercury+2 Sulfur	Village Hall	1 to 4 random resources on Day 1 of each week
Fountains of Fortune Treasury	1,500 Gold+10 Crystal 5,000 Gold+5 Wood+10 Ore	Mystic Pond Miners' Guild	+2 Luck for Garrison Hero during siege Pays 10 percent interest on Gold on Day 1 of each week
Centaur Stables	500 Gold+10 Wood	Fort	14 Centaurs/week
Upgraded Centaur	1,000 Gold+5 Wood Stables	Centaur Stables	14 Centaur Captains/week
Dwarf Cottage	1,000 Gold+5 Wood	Centaur Stables	8 Dwarves/week
Upgraded Dwarf Cottage	1,000 Gold+5 Wood	Dwarf Cottage	8 Battle Dwarves/week
Miners' Guild	1,000 Gold	Dwarf Cottage	+4 Dwarf Cottage production
Homestead	1,500 Gold+10 Wood	Centaur Stables	7 Wood Elves/week
Upgraded Homestead	1,500 Gold+10 Wood	Homestead	7 Grand Elves/week
Enchanted Spring	2,000 Gold+10 Crystal	Homestead	5 Pegasi/week
Upgraded Enchanted Spring	2,000 Gold+5 Crystal	Enchanted Spring	5 Silver Pegasi/week
Dendroid Arches	2,500 Gold	Homestead	3 Dendroid Guards/week
Upgraded Dendroid Arches	1,500 Gold	Dendroid Arches	3 Dendroid Soldiers/week
Dendroid Saplings	2,000 Gold	Dendroid Arches	+2 Dendroid Arches production
Unicorn Glade	4,000 Gold+5 Wood+5 Ore+10 Gems	Dendroid Arches, Enchanted Spring	2 Unicorns/week
Upgraded Unicorn Glade	3,000 Gold+5 Gems	Unicorn Glade	2 War Unicorns/week
Dragon Cliffs	10,000 Gold+30 Ore+20 Crystal	Mage Guild II, Unicorn Glade	1 Green Dragon/week
Upgraded Dragon Cliffs	20,000 Gold+30 Ore+20 Crystal	Mage Guild III, Dragon Cliffs	1 Gold Dragon/week

## Stronghold



Although the Stronghold requires a lot of Ore and a fair amount of Crystal to construct, it's neck and neck with the Fortress for the best-buy award. Crystal use *is* a problem, but if this can be overcome (the Resource Silo will help) then the

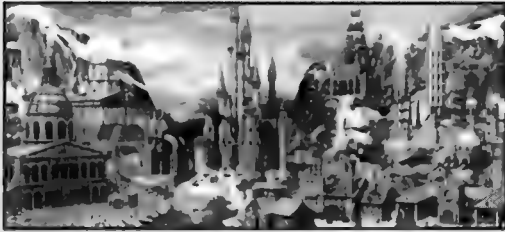
Stronghold requires the least amount of raw materials to put together.

Strongholds are very good at supporting might-oriented Heroes and poor at supporting magic-oriented ones. This fact, coupled with their ease of construction make them best suited for short games.

### Table 5-15. Unique Stronghold Buildings

STRUCTURE	COST	REQUIREMENTS	BENEFITS
Ballista Yard	1,000 Gold+5 Wood	Blacksmith	Visiting Hero can purchase Ballista
Escape Tunnel	2,000 Gold+5 Wood+5 Ore	Fort	Garrison Hero can flee or surrender
Hall of Valhalla	1,000 Gold	Fort	Permanent +1 Attack for visiting Heroes (once per Hero)
Goblin Barracks	200 Gold+5 Wood+5 Ore	Fort	15 Goblins/week
Upgraded Goblin Barracks	1,000 Gold+5 Wood+5 Ore	Goblin Barracks	15 Hobgoblins/week
Mess Hall	1,000 Gold	Goblin Barracks	+8 Goblin Barracks production
Wolf Pen	1,000 Gold +10 Wood+5 Ore	Goblin Barracks	9 Wolf Riders/week
Upgraded Wolf Pen	1,000 Gold+5 Wood+5 Ore	Wolf Pen, Upgraded Goblin Barracks	9 Wolf Raiders/week
Orc Tower	1,000 Gold+5 Wood+5 Ore	Goblin Barracks	7 Orcs/week
Upgraded Orc Tower	1,000 Gold+2 Wood+2 Ore	Blacksmith, Orc Tower	7 Orc Chieftains/week
Ogre Fort	2,000 Gold+20 Wood	Orc Tower	4 Ogres/week
Upgraded Ogre Fort	2,000 Gold+5 Wood+5 Ore+5 Gems	Mage Guild I, Ogre Fort	4 Ogre Magi/week
Cliff Nest	2,500 Gold+10 Ore	Wolf Pen	3 Rocs/week
Upgraded Cliff Nest	2,000 Gold+5 Wood+5 Ore	Cliff Nest	3 Thunderbirds/week
Cyclops Cave	3,500 Gold+20 Ore+20 Crystal	Ogre Fort	2 Cyclopes/week
Upgraded Cyclops Cave	3,000 Gold+5 Wood+5 Ore		2 Cyclops Kings/week
Behemoth Lair	10,000 Gold+10 Wood+10 Ore+10 Crystal	Cliff Nest	1 Behemoth/week
Upgraded Behemoth Lair	15,000 Gold+10 Wood+10 Ore+20 Crystal	Behemoth Lair	1 Ancient Behemoth/week

## Tower



The Tower is the game's most expensive town. Building one requires a good general supply of raw materials and a lot of Gems and Gold. On the other hand, the Library and Wall of Knowledge make the Tower the best spellcaster support center the game has to offer. Creature generator

development can be a bit dicey. The level 3 Golem Factory upgrade, and all level 4 and higher generators use special materials (that is, not Ore or Wood). Further, Gems are required to recruit the level 7 Giants and Titans.

If you can build a Tower, and particularly if you can upgrade its creature generators, it can field some really overwhelming armies. If you can protect your Tower from upstart neighbors, it's a great town for the long-haul game.

**Table 5-16. Unique Tower Buildings**

STRUCTURE	COST	REQUIREMENTS	BENEFITS
Library	1,000 Gold+5 Wood+5 Ore+5 Crystal+5 Gems+5 Sulfur+5 Mercury	Mage Guild I	One extra spell for each Mage Guild level
Lookout Tower	1,000 Gold+5 Wood		Shroud uncovered in 20-hex radius
Wall of Knowledge	1,000 Gold+5 Ore	Mage Guild I	Permanent +1 Knowledge for visiting Heroes (once per Hero)
Workshop	300 Gold+5 Wood+5 Ore	Fort	16 Gremlins/week
Upgraded Workshop	1,000 Gold	Workshop	16 Master Gremlins/week
Parapet	1,000 Gold+10 Ore	Workshop	9 Stone Gargoyles/week
Upgraded Parapet	1,500 Gold+5 Ore	Parapet	9 Obsidian Gargoyles/week
Sculptor's Wings	1,000 Gold	Parapet	+4 Parapet production
Golem Factory	2,000 Gold+5 Wood+5 Ore	Workshop	6 Stone Golems/week
Upgraded Golem Factory	2,000 Gold+5 Wood+5 Ore+5 Mercury	Golem Factory	6 Iron Golems/week
Mage Tower	2,500 Gold+5 Wood+5 Ore+5 Crystal+5 Gems+5 Mercury+5 Sulfur	Mage Guild I, Parapet, Golem Factory	4 Magi/week
Upgraded Mage Tower	2,000 Gold+5 Wood	Mage Tower, Library	4 Arch Magi/week
Altar of Wishes	3,000 Gold+5 Wood+5 Ore+6 Crystal+6 Gems	Mage Tower	3 Genies/week
Upgraded Altar of Wishes	2,000 Gold+5 Wood	Altar of Wishes	3 Master Genies/week
Golden Pavilion	4,000 Gold+5 Wood+5 Ore+2 Crystal+2 Gems+2 Mercury+2 Sulfur	Mage Tower	2 Nagas/week
Upgraded Golden Pavilion	3,000 Gold+3 Crystal+3 Gems+3 Mercury+3 Sulfur	Golden Pavilion	2 Naga Queens/week
Cloud Temple	5,000 Gold+10 Wood+10 Ore+10 Gems	Altar of Wishes, Golden Pavilion	1 Giant/week
Upgraded Cloud Temple	25,000 Gold+5 Wood+5 Ore+30 Gems	Cloud Temple	1 Titan/week

## Town Cost Comparison

This chart shows you how much it costs to build each town type. For each town, the "All" column shows the total amount of each resource it would take to build every structure and upgrade available.

### 5-17. Town Cost Comparison

	CASTLE	RAMPART	TOWER	INFERNO
	GRAND	GRAND	GRAND	GRAND
<b>GOLD</b>	95,500	80,500	108,500	115,000
<b>WOOD</b>	132	147	130	115
<b>ORE</b>	107	167	130	115
<b>CRYSTAL</b>	57	95	49	28
<b>GEMS</b>	52	45	80	36
<b>MERCURY</b>	52	30	48	86
<b>SULFUR</b>	52	30	43	51

## So What Should I Build?

The order in which you construct a town's structures has a major impact on its effectiveness in your strategy. You can fit all town structures into three rough categories: (1) economic structures that provide you with Gold or resources, (2) military structures that provide you with troops or combat benefits, and (3) special structures that provide the town with added abilities. In general, your major construction decision will revolve around whether and when to build economic and military structures. This is especially true in the early game, when resources are tightest. Special structure construction is usually a luxury to squeak in around the edges.



NECROPOLIS	DUNGEON	STRONGHOLD	FORTRESS
GRAND	GRAND	GRAND	GRAND
102,000	116,000	91,000	85,000
140	132	142	170
120	142	142	105
45	23	60	10
45	50	15	10
60	35	10	29
45	82	10	49

## Your First Town

The construction decisions you make concerning your starting town are the most critical. It's quite likely that this will be the only town you have for quite a few turns. Taking over new towns, unless they are very near your starting town and underdefended, is a large undertaking that requires you to have a large army with the support of a well-developed and well-defended town. Unless misfortune strikes, your first town will be with you throughout the game, acting as a primary source of Gold income and creatures. Treat it with care.

### *First Week Build Strategies*

Unless you're facing immediate threats from enemy attack or want to engage in an early attack yourself, get your town cranking out Gold income. This means building the Capitol hall structure. To get there, your town must have the Capitol's prerequisite buildings—Village Hall, Tavern, Fort, Town Hall, Mage Guild I, Marketplace, Blacksmith, City Hall, Citadel, and Castle. Under normal circumstances, you will already have a Fort, Tavern, and Village Hall, so you'll be able to build your Capitol on Day 1 of Week 2 if you build a prerequisite building each day.

A more cautious approach—one that ensures your town's security—is to build a couple of creature generators in the first week. Because your town normally will already have a creature generator or two prebuilt, this gives you three or four generators producing on Day 1 of Week 2. Because generator populations increase on the first day of the week, this gives you a lot of forces to play around with. If you're not concerned about your resource budget (say, you get a large gift of Gold and resources on turn one, which happens in a few scenarios) you can greatly increase your creature population by building the Citadel and Castle before the Week 2 turnaround. Otherwise, it's still a good idea to work on building your halls, aiming to build your City Hall on Day 1 or 2 of Week 2.

Following are two suggested build orders that apply these principles. They should work for most situations.

#### **FAST ROUTE TO THE CAPITOL**

- ❖ Day 1: Town Hall (Gold income increased to 1,000/day)
- ❖ Day 2: Mage Guild I (Heroes can buy Spell Books and get spells)
- ❖ Day 3: Blacksmith (Heroes can buy War Machine)
- ❖ Day 4: Marketplace (emergency resource supply)
- ❖ Day 5: City Hall (Gold income increased to 2,000/day)
- ❖ Day 6: Citadel (defenses, increased creature production)
- ❖ Day 7: Castle (defenses, increased creature production)
- ❖ Day 8: Capitol (Gold income increased to 4,000/day)

## BALANCED CREATURE GENERATION

- ❖ Day 1: Town Hall (Gold income increased to 1,000/day)
- ❖ Day 2: New creature generator
- ❖ Day 3: New creature generator
- ❖ Day 4: Citadel (defenses, increased creature production)
- ❖ Day 5: Mage Guild I (Heroes can buy Spell Books and get spells)
- ❖ Day 6: Blacksmith (Heroes can buy War Machine)
- ❖ Day 7: Marketplace (emergency resource supply)
- ❖ Day 8: City Hall (Gold income increased to 2,000/day)

## New Towns

As you expand, you'll acquire new towns. In most cases, neutral towns you conquer are less developed than those you take from your enemies. This isn't always the case. Scenario designers can prebuild a neutral town to any level they please, and how built up enemy towns greatly depends on how long they've been occupied and on building decisions made by the AI. The AI tends to build up a town more quickly if it thinks the town is under threat of attack.

Although it's always nice to get a new town, don't automatically start building it up. Creature generation in towns far from the front lines won't do you any good unless you can move those troops to where they're needed. Mage Guilds don't serve you any good if no Hero ever visits them.

The likelihood of your enemy taking a town is also a consideration. Avoid sinking a ton of resources and Gold into a town only to have your enemy's super Hero come up and swipe it from you. Don't build your opponent's towns for them! In such cases, think of a newly acquired town like a resource mine you've flagged. Take what benefits you can from the town while you have it, and don't overconcern yourself if it gets taken from you. A key to *Heroes of Might & Magic III* success lies in knowing what battles are worth fighting. Getting involved in a back-and-forth battle over an inconsequential town drains your kingdom of valuable creatures, time, and resources.

Develop multiple towns on large maps and on those that have long supply routes. Building up a town near the front lines is a bit of a challenge, but is worth the effort if it allows you to consolidate territory and react to developing situations.







## CHAPTER SIX Creatures

There are 122 different direct combat units in *Heroes of Might and Magic III*. Of those, 118 are town creatures, 4 are War Machines, and 6 are neutral creatures. Town creatures are those created in town creature generators. Each town has seven different generators. A generator can be upgraded to produce an upgraded version of its creature. War Machines—the Catapult, Ballista, First Aid Tent, and Ammo Cart—are Hero inventory items that may be purchased from town Blacksmiths, except for the Catapult, which Heroes all automatically own. Neutral creatures aren't associated with any particular town type.

Chapter 6 looks at these combat units. Town creatures are *aligned* to the town types where they are natively produced. Because creature alignment affects Morale, the effects of Diplomacy, and combat native terrain bonuses, it's best to consider each town's seven creatures as a group—and they're treated as such here. There's a section below for each town and its native creatures, with tips on using the creatures as an integrated army. Discussion of neutral creatures and War Machines follows.

### Creature Statistics

#### Level

Each town has seven creature generators that may be rated by *level* on a scale of 1 through 7, corresponding to the power of the creatures they produce. Applying this level to individual town creatures provides a framework for comparing them. Creature level isn't used by the game for anything in particular, with the notable exception of figuring out what creatures are the legal target for the Clone spell.

## Cost

Cost is how much must be paid to recruit a single creature. Most creatures are paid in Gold, but some require an additional payment in resources.

## Attack and Defense

A creature's Attack rating is used to figure how much damage it does in combat. When one creature strikes another, the attacker's Attack rating is compared to its target's Defense rating. If Attack is greater than Defense, then the amount of damage done is increased. If Defense is higher than Attack, the damage is reduced. The higher the difference, the higher the damage bonus or penalty. For more information see Chapter 7, Combat.

## Health

Health is an indication of how much damage a creature can take before dying. Damage is applied to a stack of creatures, one creature at a time—one creature must be completely killed (Health reduced to zero) before damage is applied to the next creature.

## Damage

Damage is how much *base damage* a creature does in combat. When a creature stack strikes, the computer creates a random number between the creature's high and low damage values. This number is multiplied by the number of creatures in the stack to figure base damage. The effects of the attacker's and target's Attack and Defense ratings, respectively, are applied to base damage.

## Shots

Creatures with ranged attack will have a number of shots indicating how much ammunition they are carrying. Ammunition is replenished before each battle. When ranged attackers engage in hand-to-hand combat with adjacent targets, they don't use ammo, but their base damage is cut in half.

## ***Movement***

Creatures move about the battlefield by ground movement, flying, or teleporting. Flying and teleporting creatures can move in a straight line over obstacles, other creatures, and walls. Ground-movement creatures must move around these barriers.

## ***Speed***

Speed indicates both how many hexes a creature can move each combat round and when they get to move. Creatures with higher Speed ratings move before slower creatures. Speed also is used to figure out how far Heroes move on the Adventure Map (see Chapter 4).

## ***Special Ability***



Many creatures have special abilities that help them in combat. These abilities are described for each.

# **Town Creatures**

This section looks at the creatures available in each town. Although you'll often mix creatures from different towns, try to avoid this because armies receive a Morale penalty for mixing. Included in each town section are tips for fighting with ideal armies made up of creatures from a single town type.

## ***Castle Creatures***

### ***Pikemen and Halberdiers***

		
Name	Pikeman	Halberdier
Level	1	1
Cost	60 Gold	75 Gold
Damage	1-3	2-3
Shots	—	—
Attack	4	6
Defense	5	5
Health	10	10
Movement	Ground	Ground
Speed	Extra Slow (4 hexes)	Slow (5 hexes)
Ability	—	—

## Archers and Marksman



Name	Archer
Level	2
Cost	100 Gold
Attack	6
Defense	3
Health	10
Damage	2-3
Shots	12
Movement	Ground
Speed	Extra Slow (4 hexes)
Ability	None



Marksman	2
Level	2
Cost	150 Gold
Attack	6
Defense	3
Health	10
Damage	2-3
Shots	24
Movement	Ground
Speed	Swift (6 hexes)
Ability	2 shots/attack

## Griffins and Royal Griffins



Name	Griffin
Level	3
Cost	200 Gold
Attack	8
Defense	8
Health	25
Damage	3-6
Shots	—
Movement	Flying
Speed	Very Swift (6 hexes)
Ability	2 counterstrikes



Royal Griffin	3
Level	3
Cost	240 Gold
Attack	9
Defense	9
Health	25
Damage	3-6
Shots	—
Movement	Flying
Speed	Ultra Swift (9 hexes)
Ability	Unlimited counterstrikes

## Swordsmen and Crusaders



Name	Swordsman
Level	4
Cost	300 Gold
Attack	10
Defense	12
Health	35
Damage	6-9
Shots	—
Movement	Ground
Speed	Slow (5 hexes)
Ability	—



Crusader	4
Level	4
Cost	400 Gold
Attack	12
Defense	12
Health	35
Damage	7-10
Shots	—
Movement	Ground
Speed	Swift (6 hexes)
Ability	2 blows/attack

## Monks and Zealots



Name	Monk
Level	5
Cost	400 Gold
Attack	12
Defense	7
Health	30
Damage	10-12
Shots	12
Movement	Ground
Speed	Slow (5 hexes)
Ability	—



Zealot	
5	
450 Gold	
12	
10	
30	
10-12	
24	
Ground	
Extra Swift (7 hexes)	
No hand-to-hand penalty	

## Cavaliers and Champions



Name	Cavalier
Level	6
Cost	1,000 Gold
Attack	15
Defense	15
Health	100
Damage	15-25
Shots	—
Movement	Ground
Speed	Extra Swift (7 hexes)
Ability	Charge attack



Champion	
6	
1,200 Gold	
16	
16	
100	
20-25	
—	
Ground	
Ultra Swift (9 hexes)	
Same	

The Cavalier and Champion *charge* attack gives a 5 point bonus to damage for each hex the attacker travels to its target before striking.

## Angels and Archangels



Name	Angel
Level	7
Cost	3,000 Gold
Level	7
Attack	20
Defense	20
Health	200
Damage	50
Shots	—
Movement	Flying
Speed	Extra Quick(12 hexes)
Ability	150 percent damage to Devils



Archangel	
7	
5,000 Gold	
7	
30	
30	
250	
50	
—	
Flying	
Very Fast (18 hexes)	
Same, Resurrect	

Instead of attacking, an Archangel may cast Resurrection (at Power 3) on an allied stack.

## The Castle Army



Before you can develop high-level creatures, fighting with a Castle army is about protecting your Archers with your Pikemen and using your Griffins as a free-roving troubleshooters. As soon as you can, upgrade your Archers to Marksmen. Marksmen deal twice as much damage. Increased damage attack ability is the defining feature of Castle armies. All level 2 through 7 creatures have a way of doing more damage than normal (some gain the ability when upgraded).

With a full Castle army, you have two ranged-attack units (Marksman and Zealot), a unit to defend them (Halberdier), and three highly mobile attackers (Champion, Royal Griffin, and Archangel). The Archangel is one of the best units in the game. It can fly the length of the battlefield in a single turn, does massive damage, and can resurrect other stacks.

Hang your shooters back with a mass of Halberdiers nearby to stick anyone who gets close. Use your Champions and Royal Griffins to pull off gang attacks in combination with ranged fire from your Marksmen and Zealots if necessary. Your Archangels' mobility makes them the perfect situational fixer. They can lend a hand on gang attacks, pick off straggling enemy stacks, defend your shooters, heal crippled stacks ... well, pretty much do *anything*.

## Dungeon Creatures

### Troglodytes and Infernal Troglodytes

		
Name	Troglodyte	Infernal Troglodyte
Level	1	1
Cost	50 Gold	65 Gold
Attack	4	5
Defense	3	4
Health	5	6
Damage	1-3	1-3
Shots	—	—
Movement	Ground	Ground
Speed	Extra Slow (4 hexes)	Slow (5 hexes/turn)
Ability	Immunity: Blind	Same

## Harpies and Harpy Hags



Name	Harpy
Level	2
Cost	130 Gold
Attack	6
Defense	5
Health	14
Damage	1-4
Shots	—
Movement	Flying
Speed	Swift (6 hexes)
Ability	Swoop



Harpy Hag
2
170 Gold
6
6
14
1-4
—
Flying
Ultra Swift (9 hexes)
Same, no retaliation

Harpies and Harpy Hags swoop when they attack. They fly from their starting hex, make their attack, and then return to their starting hex. Harpy Hag attacks can't be counterstruck.

## Beholders and Evil Eyes



Name	Beholder
Level	3
Cost	250 Gold
Attack	9
Defense	7
Health	22
Damage	3-5
Shots	12
Movement	Ground
Speed	Slow (5 hexes)
Ability	No hand-to-hand penalty



Evil Eye
3
280 Gold
10
8
22
3-5
24
Ground
Extra Swift (7 hexes)
Same

## Medusas and Medusa Queens



Name	Medusa
Level	4
Cost	300 Gold
Attack	9
Defense	9
Health	25
Damage	6-8
Shots	4
Movement	Ground
Speed	Slow (5 hexes)
Ability	Petrify, no hand-to-hand penalty



Medusa Queen
4
330 Gold
10
10
30
6-8
8
Ground
Swift (6 hexes)
Same

Petrify attacks have a 20 percent chance of freezing the target. Petrified targets are frozen for three rounds or until attacked. Un-petrifying attacks do 50 percent damage.

## Minotaurs and Minotaur Kings



Name	Minotaur
Level	5
Cost	500 Gold
Attack	14
Defense	12
Health	50
Damage	12-20
Shots	—
Movement	Ground
Speed	Swift (6 hexes )
Ability	Postive Morale (+1)



Minotaur King
5
575 Gold
15
15
50
12-20
—
Ground
Very Swift (8 hexes )
Postive Morale (+1)



## Manticores and Scorpicores



Name	Manticore
Level	6
Cost	850 Gold
Attack	15
Defense	13
Health	80
Damage	14–20
Shots	—
Movement	Flying
Speed	Extra Swift (7 hexes)
Ability	Paralyze



Scorpicores
6
1050 Gold
16
14
80
14–20
—
Flying
Quick (11 hexes)
Paralyze

When the Manticores and Scorpicores attack, they bind their enemies to the ground, paralyzing them.

## Red Dragons and Black Dragons



Level	7
Name	Red Dragon
Cost	2,500 Gold+1 Sulfur
Attack	19
Defense	19
Health	180
Damage	40–50
Shots	—
Movement	Flying
Speed	Quick (11 hexes)
Ability	Immunity: Spells below level 3



7
Black Dragon
4,000 Gold+1 Sulfur
25
25
300
40–50
—
Flying
Super Quick (15 hexes)
Immunity: All spells, 150 percent damage to Giants

## The Dungeon Army



Dungeon armies aren't particularly effective at low levels. The Troglydote is too slow to act as an attack troop, and the Beholder is most effective as a ranged attacker. That leaves the Harpy to carry the battle to the enemy, but Harpies are just too easily slain. You should upgrade the Harpy Loft as soon as possible. The Harpy Hag's unanswerable, longer-range swoop attack keeps it out of trouble and makes it a very effective unit.

Once you get to higher levels, things begin to change. You end up with two units capable of paralyzing enemy troops, the Medusa and the Manticore. These units give you the ability to use a divide-and-conquer tactic. After you petrify a troop, switch your attack to an active enemy. Ignore the petrified troop for the three turns they're frozen, and then set up a gang attack to greet their return to activity. You also should notice that your ranged attackers don't suffer the normal hand-to-hand damage penalty. This gives you the option of using them as regular ground troops, which is useful in gang attacks.



The full Dungeon army is pretty awesome. The upgraded versions of your hand-to-hand creatures are all fast enough to get where they need to get. The Black Dragon can't fly all the way across the battlefield, but if you use Wait to delay its action, you can reach any enemy that moves forward and smite it with fantastic amounts of damage.

## Fortress Creatures

### Gnolls and Gnoll Marauders

		
Name	Gnoll	Gnoll Marauder
Level	1	1
Cost	50 Gold	70 Gold
Attack	3	4
Defense	5	6
Health	6	6
Damage	2-3	2-3
Shots	—	—
Movement	Ground	Ground
Speed	Extra Slow (4 hexes)	Slow (5 hexes)
Ability	—	—

### Lizardmen and Lizard Warriors

		
Name	Lizardman	Lizard Warrior
Level	2	2
Cost	110 Gold	130 Gold
Attack	5	5
Defense	6	7
Health	12	12
Damage	1-3	2-3
Shots	12	24
Movement	Ground	Ground
Speed	Extra Slow (4 hexes)	Slow (5 hexes)
Ability	—	—

## Serpent Flies and Dragon Flies



Name	Serpent Fly
Level	3
Cost	220 Gold
Attack	6
Defense	8
Health	20
Damage	2-5
Shots	—
Movement	Flying
Speed	Ultra Swift (9 hexes)
Ability	Target's Dispel



Dragon Fly
3
240 Gold
6
8
20
2-5
—
Flying
Very Quick (13 hexes)
Same

Serpent Fly and Dragon Fly attacks remove any beneficial spell effects that are affecting their targets.

## Basilisks and Greater Basilisks



Name	Basilisk
Level	4
Cost	325 Gold
Attack	11
Defense	11
Health	35
Damage	6-10
Shots	—
Movement	Ground
Speed	Slow (5 hexes)
Ability	Petrify



Greater Basilisk
4
400 Gold
12
12
40
6-10
—
Ground
Extra Swift (7 hexes)
Same

See "Medusas and Medusa Queens."



## Gorgons and Mighty Gorgons



Name	Gorgon
Level	5
Cost	525 Gold
Attack	10
Defense	14
Health	70
Damage	12-16
Shots	—
Movement	Ground
Speed	Slow (5 hexes)
Ability	—



Mighty Gorgon
5
600 Gold
11
16
70
12-16
—
Ground
Swift (6 hexes)
Death Stare

The Mighty Gorgon Death Stare attack has a (number of Mighty Gorgons/10) x10 percent chance of killing the top creature in their target stack *after* damage has been applied.

## Wyverns and Wyvern Monarchs



Name	Wyvern
Level	6
Cost	800 Gold
Attack	14
Defense	14
Health	70
Damage	14-18
Shots	—
Movement	Flying
Speed	Extra Swift (7 hexes)
Ability	Poison



Wyvern Monarch
6
1,100 Gold
14
14
70
18-22
—
Flying
Quick (11 hexes)
Same

Wyvern attacks have a 20 percent chance of Poisoning their targets. The top creature of each poisoned stack loses 50 percent of its Health immediately and on each subsequent round. Poisoning is removed by the Cure spell or at the end of combat.

## Hydras and Chaos Hydras



Name	Hydra
Level	7
Cost	2,200 Gold
Attack	16
Defense	18
Health	175
Damage	25-45
Shots	
Movement	Ground
Speed	Slow (5 hexes)
Ability	Hydra Strike



Chaos Hydra
7
3,500 Gold+1 Sulfur
18
20
250
25-45
Ground
Extra Swift (7 hexes)
Same

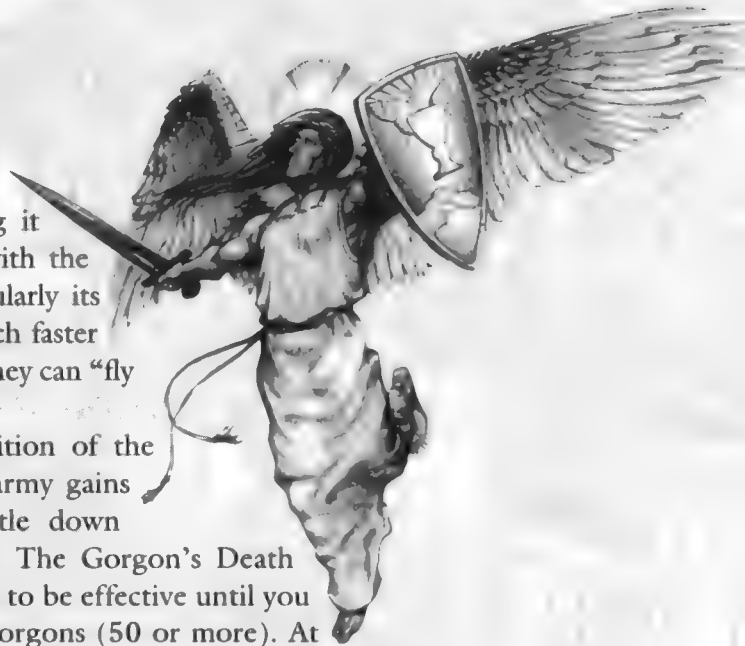
Hydras attack all enemy stacks located within one hex. This attack can't be countered.

## The Fortress Army

Fortress armies are among the best at lower levels. The Gnoll has a higher than normal Defense, giving it the survivability it needs to close with the enemy. The Serpent Fly and particularly its upgrade, the Dragon Fly, are so much faster than any troop of comparable level, they can "fly circles" around their enemies.



At higher levels, with the addition of the Gorgon and Wyvern, the Fortress army gains two special attacks that can whittle down higher-level creature stacks quickly. The Gorgon's Death Stare, however, isn't reliable enough to be effective until you can gather a rather large stack of Gorgons (50 or more). At that point, however, expect to see your Gorgons take out two or three Giants in a single blow.

The fully upgraded Fortress army's strength is its high average Defense rating. It's weakness is a lack of Speed. Except for the two fliers (Wyvern Monarch and Dragon Fly) Fortress creatures are far slower than those of other armies. Lack of Speed greatly reduces the effectiveness of the Fortress's level 7 creature, the Chaos Hydra. Enemy units are generally fast enough to avoid getting hit by its multi-hex attack.





## Inferno Creatures

### Imps and Familiars

		
Name	Imp	Familiar
Level	1	1
Cost	50 Gold	60 Gold
Attack	2	4
Defense	3	4
Health	4	4
Damage	1-2	1-2
Shots	—	—
Movement	Ground	Ground
Speed	Slow (5 hexes)	Extra Swift (7 hexes)
Ability	None	Channel

If a spellcaster uses a spell against a Hero with Familiars, 20 percent of the Spell Points used are absorbed by the Familiars and transferred to their Hero's Spell Point total.

### Gogs and Magogs

		
Name	Gog	Magog
Level	2	2
Cost	125 Gold	175 Gold
Attack	6	7
Defense	4	4
Health	13	13
Damage	2-4	2-4
Shots	12	24
Movement	Ground	Ground
Speed	Extra Slow (4 hexes)	Swift (6 hexes)
Ability	—	Fireball

Magogs' attacks strike enemy and allied creatures in hexes adjacent to their targets.

## Hell Hounds and Cerberi



Name	Hell Hound
Level	3
Cost	200 Gold
Attack	10
Defense	6
Health	25
Damage	2-7
Shots	—
Movement	Ground
Speed	Extra Swift (7 hexes)
Ability	—



Cerberus
3
250 Gold
10
8
25
2-5
—
Ground
Very Swift (8 hexes)
Tri-hex Strike

Cerberi strike enemies in the hexes on either side of their target.

## Demons and Horned Demons



Name	Demon
Level	4
Cost	250 Gold
Attack	10
Defense	10
Health	35
Damage	7-9
Shots	—
Movement	Ground
Speed	Slow (5 hexes)
Ability	—



Horned Demon
4
270 Gold
10
10
40
7-9
—
Ground
Swift (6 hexes)
—



## Pit Fiends and Pit Lords



Name	Pit Fiend
Level	5
Cost	500 Gold
Attack	13
Defense	13
Health	45
Damage	13-17
Shots	—
Movement	Ground
Speed	Swift (6 hexes)
Ability	—



Pit Lord
5
700 Gold
13
13
45
13-17
—
Ground
Extra Swift (7 hexes)
Resurrect troops as Demons

Instead of attacking, Pit Lords can resurrect a slain allied stack of any creature type as a stack of Demons. The number of Demons created will be no greater than the number of Pit Lords doing the resurrecting.

## Efreeti and Efreet Sultans



Name	Efreet
Level	6
Cost	900 Gold
Attack	16
Defense	12
Health	90
Damage	16-24
Shots	—
Movement	Flying
Speed	Ultra Swift (9 hexes)
Ability	See below



Efreet Sultan
6
1,100 Gold
16
14
90
16-24
—
Flying
Very Quick (13 hexes)
See below

Efreeti and Efreet Sultans are immune to Fire Magic spells and do 150 percent damage to Genies. Efreet Sultans have a Fire Shield that takes 20 percent of damage to them and inflicts it back on their attackers.



## Devils and Arch Devils



Name	Devil
Level	7
Cost	2,700 Gold+1 Mercury
Attack	19
Defense	21
Health	160
Damage	30–40
Shots	—
Movement	Teleport
Speed	Quick (11 hexes)
Ability	See below



Name	Arch Devil
Level	7
Cost	4,500 Gold+2 Mercury
Attack	26
Defense	28
Health	200
Damage	30–40
Shots	—
Movement	Teleport
Speed	Extra Fast (17 hexes)
Ability	See below

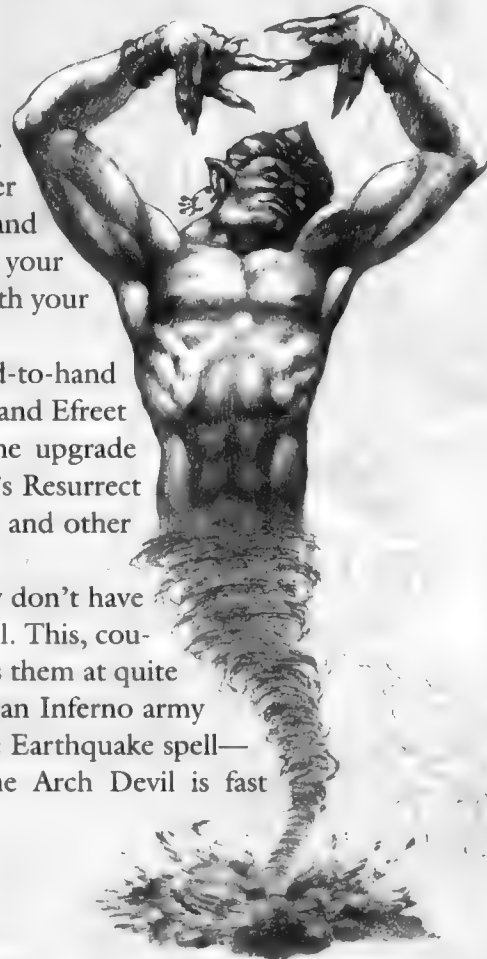
Devils and Arch Devils reduce the Luck of enemy armies by one. Their attacks can't be retaliated against, and they do 150 percent damage to Angels.

## The Inferno Army

The Imp is the weakest creature in the game—a major disadvantage to low-level Inferno armies. On the other hand, the multi-hex attacks of the upgraded Cerberus and Magog can be quite effective. Use your Imps to protect your Magogs or to soak up counterstrikes before attacking with your Cerberi.

The Demon, Pit Fiend, and Efreet are average hand-to-hand attackers for their levels. When you upgrade to Pit Lord and Efreet Sultan, you gain special creature abilities that make the upgrade cost worthwhile. This is especially true for the Pit Lord's Resurrect as Demon ability. Use it to convert dead stacks of Imps and other low-level creatures into level 4 Demons.

When playing Inferno armies, you'll notice that they don't have any flying or teleporting creatures until you get the Devil. This, coupled with their lack of a high-level ranged attackers, puts them at quite a disadvantage when attacking fortified towns. Leading an Inferno army with a Hero who has Ballistics—or Earth Magic and the Earthquake spell—will reduce this disadvantage. Like the Archangel, the Arch Devil is fast enough to cross the battlefield in a single move.



## Necropolis Creatures

### Skeletons and Skeleton Warriors



Name	Skeleton
Level	1
Cost	60 Gold
Attack	5
Defense	4
Health	6
Damage	1-3
Shots	—
Movement	Ground
Speed	Extra Slow (4 hexes)
Ability	—



Skeleton Warrior
1
70 Gold
6
6
6
1-3
—
Ground
Slow (5 hexes)
—

### Note

All Necropolis Creatures are immune to Poisoning attacks, and the Bless and Sorrow spells.

### Walking Dead and Zombies



Name	Walking Dead
Cost	100 Gold
Attack	5
Defense	5
Health	15
Damage	2-3
Shots	—
Movement	Ground
Speed	Very Slow (3 hexes)
Ability	—



Zombie
125 Gold
5
5
20
2-3
—
Ground
Extra Slow (4 hexes)
Discard

Zombie attacks have a 20 percent chance of inflicting Disease on their targets. Diseased stacks Attack and Defense are lowered by two for three rounds.

## Wights and Wraiths



Name	Wight
Level	3
Cost	200 Gold
Attack	7
Defense	7
Health	18
Damage	3-5
Shots	—
Movement	Flying
Speed	Slow (5 hexes)
Ability	Regenerate



Wraith
3
230 Gold
7
7
18
3-5
—
Flying
Extra Swift (7 hexes)
Regenerate, Spell Point drain

While Wraiths appear on the battlefield, enemy Heroes lose two Spell Points per round. At the beginning of their turns, the Wights and Wraiths will regenerate all their hit points until the top creature on the stack is full.

## Vampires and Vampire Lords



Name	Vampire
Level	4
Cost	360 Gold
Attack	10
Defense	9
Health	30
Damage	5-8
Shots	—
Movement	Flying
Speed	Swift (6 hexes)
Ability	No counterstrike



Vampire Lords
4
500 Gold
10
10
40
5-8
—
Flying
Ultra Swift (9 hexes)
Same, Health drain

Vampire Lords resurrect dead members of their own stack by replenishing their Health by an amount equal to the damage they inflict.



## Liches and Power Liches



Name	Lich
Level	5
Cost	550 Gold
Attack	13
Defense	10
Health	30
Damage	11-13
Shots	12
Movement	Ground
Speed	Swift (6 hexes)
Ability	—



Power Lich	5
Cost	600 Gold
Attack	13
Defense	10
Health	40
Damage	11-15
Shots	24
Movement	Ground
Speed	Extra Swift (7 hexes)
Ability	—

The Death Cloud attack is a ranged attack that hits its target and all creatures in the adjacent hexes. Undead creatures can be damaged as the main target, but not if they're in the adjacent hexes.

## Black Knights and Dread Knights



Name	Black Knight
Level	6
Cost	1,200 Gold
Attack	16
Defense	16
Health	120
Damage	15-30
Shots	—
Movement	Ground
Speed	Extra Swift (7 hexes)
Ability	Curse



Dread Knight	6
Cost	1,500 Gold
Attack	18
Defense	18
Health	120
Damage	15-30
Shots	—
Movement	Ground
Speed	Ultra Swift (9 hexes)
Ability	Curse, Death Blow

Black and Dread Knight attacks have a 20 percent chance of casting Curse (at Power 3) on their targets. Dread Knights also have a 20 percent chance of inflicting double damage.

## Bone Dragons and Ghost Dragons



Name	Bone Dragon
Level	7
Cost	1,800 Gold
Attack	17
Defense	15
Health	150
Damage	25-50
Shots	—
Movement	Flying
Speed	Ultra Swift (9 hexes)
Ability	Bad Morale



Ghost Dragon
7
3,000 Gold+1 Mercury
19
17
200
25-50
—
Flying
Ultra Quick (14 hexes)
Bad Morale, Aging

When they appear on the battlefield, Bone and Ghost Dragons reduce enemy Morale by one. Ghost Dragon attacks have a 20 percent chance of Aging their targets. Aging halves the Health of *all* members of the target stack.

## The Necropolis Army

Low-level Necropolis armies are slow and lack a ranged attacker, so should be careful about who they attack until they can mass large numbers or until they can add higher-level creatures to their ranks. As soon as you can add the upgraded, level 4 Vampire Lord, things really begin to turn around. Their self-healing, no retaliation, and flying abilities make Vampire Lords extremely hardy creatures.

The fully cranked-up Necropolis can field a very tough army whose power is greatly enhanced when led by a Necromancy skilled Hero, and especially so if that Hero knows the Earth Magic spells, Death Ripple and Animate Dead. In a higher-level army is where the level 1 Skeleton really comes into its own. With Necromancy and the Skeleton Transformer, it's possible to amass fantastic quantities of Skeletons. Upgrade them to Skeleton Warriors, cast a couple of creature-boosting spells on them, and suddenly a 200-member Skeleton stack is incredibly powerful.

The Power Lich's highly damaging multi-hex attack; the Dread Knight's Speed, Curse attack, and Death Blow; and the Ghost Dragon's Aging attack make the Necropolis upper levelers one of the game's toughest teams. A gang attack led by a Ghost Dragon, followed by the Power Lich and Dread Knight, has a very good chance of eliminating even the toughest opponent stack.

## Rampart Creatures

### Centaurs and Centaur Captains



Name	Centaur
Level	1
Cost	70 Gold
Attack	5
Defense	3
Health	8
Damage	2-3
Shots	—
Movement	Ground
Speed	Swift (6 hexes)
Ability	—



Centaur Captains	
Level	1
Cost	90 Gold
Attack	6
Defense	3
Health	10
Damage	2-3
Shots	—
Movement	Ground
Speed	Very Swift (8 hexes)
Ability	—

### Dwarves and Battle Dwarves



Name	Dwarf
Level	2
Cost	120 Gold
Attack	6
Defense	7
Health	20
Damage	2-4
Shots	—
Movement	Ground
Speed	Very Slow (3 hexes)
Ability	20 percent magic resistance



Battle Dwarf	
Level	2
Cost	150 Gold
Attack	7
Defense	7
Health	20
Damage	2-4
Shots	—
Movement	Ground
Speed	Slow (5 hexes)
Ability	40 percent magic resistance

### Wood Elves and Grand Elves



Name	Wood Elf
Level	3
Cost	200 Gold
Attack	9
Defense	5
Health	15
Damage	3-5
Shots	24
Movement	Ground
Speed	Swift (6 hexes)
Ability	—



Grand Elf	
Level	3
Cost	225 Gold
Attack	9
Defense	5
Health	15
Damage	3-5
Shots	24
Movement	Ground
Speed	Extra Swift (7 hexes)
Ability	2 shots/attack

## Pegasi and Silver Pegasi



Name	Pegasus
Level	4
Cost	250 Gold
Attack	9
Defense	8
Health	30
Damage	5-9
Shots	—
Movement	Flying
Speed	8
Ability	Magic Damper



Name	Silver Pegasus
Level	4
Cost	275 Gold
Attack	9
Defense	10
Health	30
Damage	5-9
Shots	—
Movement	Flying
Speed	12
Ability	Same

Pegasi, winged horses ridden by female Elven warriors, are the flying cavalry of the Rampart army. Their appearance on the battlefield makes it more difficult for enemy spellcasters, who must pay two extra Spell Points per spell cast when Pegasi are present.

## Dendroid Guards and Dendroid Soldiers



Name	Dendroid Guard
Level	5
Cost	350 Gold
Attack	9
Defense	12
Health	55
Damage	10-14
Shots	—
Movement	Ground
Speed	Very Slow (3 hexes)
Ability	Bind



Name	Dendroid Soldier
Level	5
Cost	425 Gold
Attack	9
Defense	12
Health	65
Damage	10-14
Shots	—
Movement	Ground
Speed	Extra Slow (4 hexes)
Ability	Same

When Dendroids attack, their Bind attack prevents their target from moving until the Dendroids are killed or move.

## Unicorns and War Unicorns



Name	Unicorn
Level	6
Cost	850 Gold
Attack	15
Defense	14
Health	90
Damage	18-22
Shots	—
Movement	Ground
Speed	Extra Swift (7 hexes)
Ability	Blind, 20 percent magic resistance



War Unicorn	
Level	6
Cost	950 Gold
Attack	15
Defense	14
Health	110
Damage	18-22
Shots	—
Movement	Ground
Speed	Ultra Swift (9 hexes)
Ability	Same

Unicorn attacks have a 20 percent chance of casting Blind (at Power 3) on their targets.

## Green Dragons and Gold Dragons



Cost	2,400 Gold+1 Crystal
Level	7
Attack	18
Defense	18
Health	180
Damage	40-50
Shots	—
Movement	Flying
Speed	Super Swift (10 hexes)
Ability	Immunity: Spells below level 4



Gold Dragon	
Cost	4,000 Gold+2 Crystal
Level	7
Attack	27
Defense	27
Health	250
Damage	40-50
Shots	—
Movement	Flying
Speed	Fast (16 hexes)
Ability	Immunity: All spells

## The Rampart Army

Low-level Rampart armies can be quite successful using a standoff ranged-attack tactic. Put your Wood Elves (better yet, double-attacking Grand Elves) up in the corner of the battlefield guarded by the slow, yet sturdy, Dwarves. The Centaurs' good Attack and Speed rating make them some of the best level 1 creatures. Use them to deliver the final blow to stacks whittled down by the Elves and Dwarves.



The fully built and upgraded Rampart army is a mix of fast and slow. On the slow side, you have the Battle Dwarf and Dendroid Soldier, which are tied for the second slowest and the slowest upgraded creatures in the game, respectively. On the fast side are the ground-walking Centaur Captain and War Unicorn, and the flying Silver Pegasus and Gold Dragon.

Grand Elves remain your only ranged attackers, and there isn't any reason to change their "stick them in the corner guarded by Battle Dwarves" placement. Using the Dendroid Soldier and Unicorn Bind and Blind attacks, you can divide your enemies and set them up for gang attacks.

If you want to create a powerful, fast-moving force, leave the Dendroids, Dwarves, and maybe the Elves home in the Garrison. The superior Speed of your remaining forces should allow them to run circles around most foes.

## *Stronghold Creatures*

### *Goblins and Hobgoblins*



Name	Goblin	Hobgoblin
Level	1	1
Cost	40 Gold	50 Gold
Attack	4	5
Defense	2	3
Health	5	5
Damage	1-2	1-2
Shots	—	—
Movement	Ground	Ground
Speed	Slow (5 hexes)	Extra Swift (7 hexes)
Ability	—	—

## Wolf Riders and Wolf Raiders



Name	Wolf Rider
Level	2
Cost	100 Gold
Attack	7
Defense	5
Health	10
Damage	2-4
Shots	—
Movement	Ground
Speed	6
Ability	—



Wolf Raider	
2	
140 Gold	
8	
5	
10	
3-4	
—	
Ground	
8	
2 Attacks/turn	

## Orcs and Orc Chieftains



Name	Orc
Level	3
Cost	150 Gold
Attack	8
Defense	4
Health	15
Damage	2-5
Shots	12
Movement	Ground
Speed	Extra Slow (4 hexes)
Ability	—



Orc Chieftain	
3	
165 Gold	
8	
4	
20	
2-5	
24	
Ground	
Slow (5 hexes)	
—	

## Ogres and Ogre Magi



Name	Ogre
Level	4
Cost	300 Gold
Attack	13
Defense	7
Health	40
Damage	6-12
Shots	—
Movement	Ground
Speed	Extra Slow (4 hexes)
Ability	—



Ogre Mage	
4	
400 Gold	
13	
7	
60	
6-12	
—	
Ground	
Slow (5 hexes)	
Cast Bloodlust	

Ogre Magi can cast Bloodlust (at 3 Power) on an allied creature instead of moving or attacking.

## Rocs and Thunderbirds



Name	Roc
Level	5
Cost	600 Gold
Attack	13
Defense	11
Health	60
Damage	11-15
Shots	—
Movement	Flying
Speed	Extra Swift (7 hexes)
Ability	—



Thunderbird
5
700 Gold
13
11
60
11-15
—
Flying
Quick (11 hexes)
Thunderbolt

When Thunderbirds attack there is a 20 percent chance that they'll discharge a Thunderbolt. Thunderbolts do (number of Thunderbirds x10) damage.

## Cyclopes and Cyclops Kings



Name	Cyclops
Level	6
Cost	750 Gold
Attack	15
Defense	12
Health	70
Damage	16-20
Shots	16
Movement	Ground
Speed	Swift (6 hexes)
Ability	Basic Ballistics



Cyclops King
6
1,100 Gold
17
13
70
16-20
24
Ground
Very Swift (8 hexes)
Advanced Ballistics

Cyclopes and Cyclops Kings can act like Catapults during siege combat. Cyclopes' Catapult attacks are applied as if fired by a Hero with Basic Ballistics. Cyclops Kings act like Advance Ballistics-fired Catapults.



## Behemoths and Ancient Behemoths



Name	Behemoth
Level	7
Cost	1,500 Gold
Attack	17
Defense	17
Health	160
Damage	30-50
Shots	—
Movement	Ground
Speed	Swift (6 hexes/turn)
Ability	40 percent Assault



Name	Ancient Behemoth
Level	7
Cost	3,000 Gold+1 Crystal
Attack	19
Defense	19
Health	300
Damage	30-50
Shots	—
Movement	Ground
Speed	Ultra Swift (9 hexes/turn)
Ability	80 percent Assault

Behemoth and Ancient Behemoth attacks reduce their targets' Defense rating by 40 percent and 80 percent, respectively. This effect lasts until the end of the current battle.

## The Stronghold Army

Using the Goblin, Wolf Rider, and Orc, low-level Stronghold armies can follow a standard "protect the shooter" tactic, using Goblins to protect the Orcs, and the Wolf Rider to attack and react to changing situations. Upgrading the Wolf Rider to Wolf Raider is the best low-level Stronghold creature upgrade because the Wolf Raider gains a second attack and therefore does double damage.

What they lack in special attacks, Stronghold creatures make up with a high average Attack rating. You might as well make the most of this and give their armies a Barbarian (high Attack skill) for a leader. Stronghold armies are well suited for siege combat. The Cyclopes can knock down Town Walls *and* attack the creatures hiding behind them. The Roc and Orc also have behind-the-wall attack capability.

At full development, Stronghold armies can make short work of enemy forces. Charge your Ancient Behemoths from enemy to enemy to lower their Defense ratings, and then follow up with a Cyclops and Bloodlusted Thunderbird for a quick one-two-three gang attack.

## Tower Creatures

### Gremlins and Master Gremlins



Name	Gremlin
Level	1
Cost	30 Gold
Attack	3
Defense	3
Health	4
Damage	1-2
Shots	—
Movement	Ground
Speed	Extra Slow (4 hexes)
Ability	—



Name	Master Gremlin
Level	1
Cost	40 Gold
Attack	4
Defense	4
Health	4
Damage	1-2
Shots	8
Movement	Ground
Speed	Slow (5 hexes)
Ability	Ranged Attack

The Master Gremlins gain the ability of a Ranged Attack.

### Stone Gargoyles and Obsidian Gargoyles



Name	Stone Gargoyle
Level	2
Cost	130 Gold
Attack	6
Defense	6
Health	16
Damage	2-3
Shots	—
Movement	Flying
Speed	Swift (6 hexes)
Ability	—



Name	Obsidian Gargoyle
Level	2
Cost	160 Gold
Attack	7
Defense	7
Health	16
Damage	2-3
Shots	—
Movement	Flying
Speed	Ultra Swift (9 hexes)
Ability	—



## Stone Golems and Iron Golems



Name	Stone Golem
Level	3
Cost	150 Gold
Attack	7
Defense	10
Health	30
Damage	4-5
Shots	—
Movement	Ground
Speed	3
Ability	See below



Name	Iron Golem
Level	3
Cost	200 Gold
Attack	9
Defense	10
Health	35
Damage	4-5
Shots	—
Movement	Ground
Speed	3
Ability	See below

Both Stone and Iron Golems are immune to Poisoning, Mirth, Sorrow, Frenzy, Berserk, Hypnotize, and Forgetfulness. Stone Golems take 50 percent damage from spells. Iron Golems take 25 percent.

## Magi and Arch Magi



Name	Mage
Level	4
Cost	350 Gold
Attack	11
Defense	8
Health	25
Damage	7-9
Shots	24
Movement	Ground
Speed	Slow (5 hexes)
Ability	See below



Name	Arch Mage
Level	4
Cost	450 Gold
Attack	12
Defense	9
Health	30
Damage	7-9
Shots	24
Movement	Ground
Speed	Extra Swift (7 hexes)
Ability	See below

Magi and Arch Magi don't suffer hand-to-hand attack damage when striking adjacent targets. Arch Magi ranged attacks can penetrate walls and other cover to deliver full damage. When either unit is on the battlefield, spells cast by their leading Hero cost 2 Spell Points less.

## Genies and Master Genies



Name	Genie
Level	5
Cost	550 Gold
Attack	12
Defense	12
Health	40
Damage	13–16
Shots	—
Movement	Flying
Speed	Extra Swift (7 hexes)
Ability	See below



Master Genie
5
600 Gold
12
12
40
13–16
—
Flying
Quick (11 hexes)
See below

Genies and Master Genies do 150 percent damage to Efreetes. Instead of moving or attacking, Master Genies can cast a random beneficial spell (at Power 3) on a target ally.

## Nagas and Naga Queens



Name	Naga
Level	6
Cost	1,100 Gold
Attack	16
Defense	13
Health	110
Damage	20
Shots	—
Movement	Ground
Speed	Slow (5 hexes)
Ability	No counterstrike



Naga Queen
6
1,600 Gold
16
13
110
30
—
Ground
Extra Swift (7 hexes)
Same

## Giants and Titans

		
Name	Giant	Titan
Level	7	7
Cost	2,000 Gold+1 Gem	5,000 Gold+2 Gem
Attack	19	24
Defense	16	24
Health	150	300
Damage	40-60	40-60
Shots	—	24
Movement	Ground	Ground
Speed	Extra Swift (7 hexes)	Ultra Quick (11 hexes)
Ability	See below	See below

Giants and Titans are immune to Mirth, Sorrow, Frenzy, Berserk, Hypnotize, and Forgetfulness. Titans do 150 percent damage to Black Dragons, and their adjacent attacks suffer no damage penalty. Titans gain a Ranged Attack.

## The Tower Army

Low-level Tower armies aren't particularly effective. The Gremlin and Gargoyle are just too easy to kill. The Stone Golem does decent damage, but is too slow to close with most enemy ranged attackers. Although these shortcomings are addressed in part in the upgraded versions of these creatures, they are best used as support troops for higher-level troops.





The level 4 Mage and Arch Mage are good ranged attackers, and their lack of adjacent damage penalty allows them to do double duty as hand-to-hand troops. Also, the Arch Mage's wall-penetrating attack makes it a great siege attacker. The flying Genie and Master Genie, and the ground-walking Naga, Naga Queen, and Giant units are solid attack—defense units.

One thing to notice is the effect of upgrading the level 1 Gremlin to Master Gremlin, and the level 7 Giant to Titan. Both gain ranged attacks. When combined with the Arch Mage unit, this gives the Tower three ranged attackers—more than any other town. In the Tower creature set, you get two flying units (Master Genie and Obsidian Gargoyle), a good multipurpose ground troop (Naga Queen), and a defender for your ranged attackers (Iron Golem). Toss in a good spellcaster to lead them, and you have an army capable of dealing *massive* long-range damage.





# Neutral Creatures

## Elementals

				
Name	Air Elemental	Earth Elemental	Fire Elemental	Water Elemental
Cost	250 Gold	400 Gold	350 Gold	300 Gold
Attack	9	10	10	8
Defense	9	10	8	10
Health	25	40	35	30
Damage	2-8	4-8	4-6	3-7
Shots	—	—	—	—
Movement	Ground	Ground	Ground	Ground
Speed	Extra Swift (7 hexes)	Extra Slow (4 hexes)	Swift (6 hexes)	Slow (5 hexes)
Ability	See below	See below	See below	See below

Air Elementals are immune to the Blind and Meteor Shower spells. They take double damage from Armageddon, Lightning Bolt, and Chain Lightning. Earth Elementals take no damage from Lightning Bolt, Chain Lightning, and Armageddon spells. They take double damage from Meteor Storm attacks. Fire Elementals are immune to all Fire School spells, but they take double damage from Ice Bolt and Frost Ring attacks. Water Elementals are immune to Ice Bolt and Frost Ring spells, but take double damage from Fire Wall, Fireball, Inferno, and Fire Shield.

## Gold and Diamond Golems

		
Name	Gold Golem	Diamond Golem
Cost	500 Gold	750 Gold
Attack	11	13
Defense	12	12
Health	50	60
Damage	8-10	10-14
Shots	—	—
Movement	Ground	Ground
Speed	Slow (5 hexes)	Slow (5 hexes)
Ability	85 percent magic resistance	95 percent magic resistance

## War Machines

Name	Ammo Cart	Ballista	Catapult	First Aid Tent
Cost	1,000 Gold	2,500 Gold	—	750 Gold
Attack	0	10	10	0
Defense	5	10	10	0
Health	100	250	1,000	75
Shots	—	24	24	—
Damage	—	(2-3)x(Hero Attack+1)	—	—
Speed	Immobile (0 hexes)	Immobile (0 hexes)	Immobile (0 hexes)	Immobile (0 hexes)

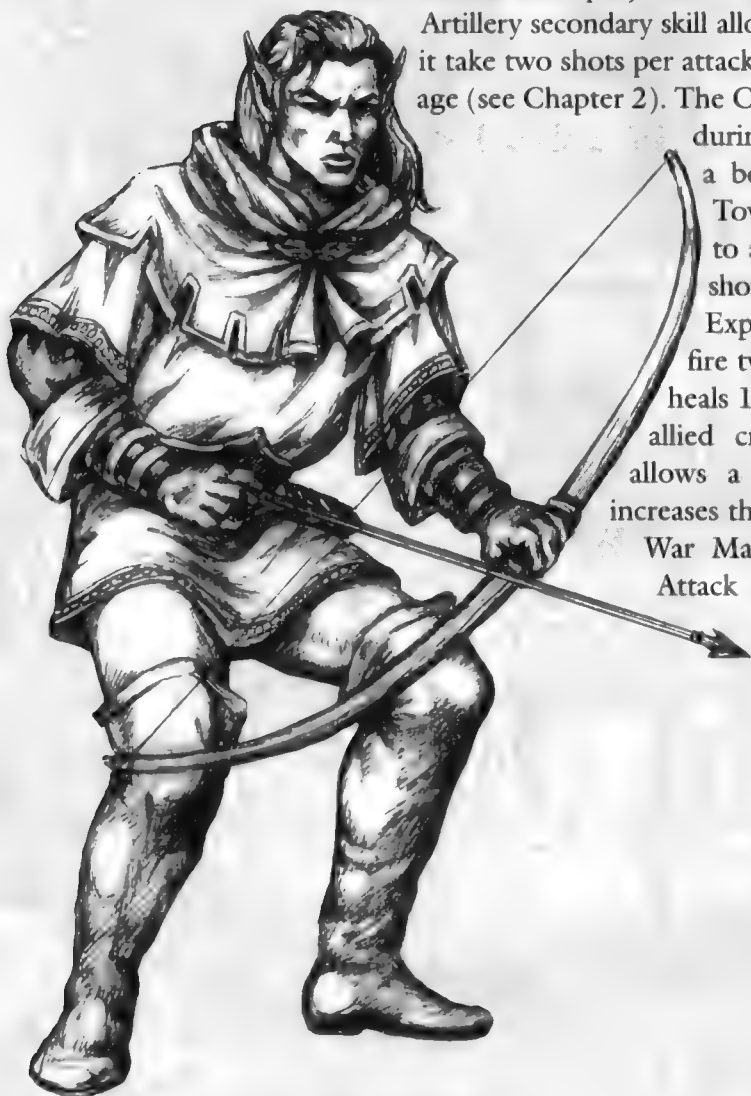
The Ammo Cart provides a Hero's ranged attackers with unlimited ammunition.

The Ballista fires a projectile at a random enemy once per round. The Artillery secondary skill allows a Hero to aim the Ballista, causes it take two shots per attack, and lets its attacks do double damage (see Chapter 2). The Catapult appears on the attacker's side

during siege combat. Each round, it fires a boulder at a random wall or Arrow Tower. The Ballistics skill allows a Hero to aim the Catapult and gives Catapult shots a chance of doing increased damage.

Expert Ballistics causes the Catapult to fire twice each round. The First Aid Tent heals 1 to 25 points of Health to a random allied creature stack. The First Aid skill allows a Hero to choose the target and increases the amount of damage healed.

War Machines do not benefit from Hero Attack or Defense bonuses. They don't counterstrike and are immune to Poisoning and Blind.



## War Machines in Combat

It's always a good idea to purchase War Machines for your Heroes when your budget allows. Even if a given Hero doesn't have the particular boosting skill for a given War Machine, this is definitely a game where every little bit counts toward success. Think of the Ballista as an extra ranged attacker, and the First Aid Tent as a free healing spell. Although you won't often see your ranged-attack troops run out of ammunition, it's awful when they do. The Ammo Cart will prevent you from experiencing that sinking feeling you would otherwise get when, on round 12, your three 50-member Archer stacks stop shooting.

Though you'll probably have other things to worry about in combat, if you have the opportunity, you might as well attack enemy War Machines. Some tactics will call for you to run a fast creature around the map to lure a slower creature into a chase. If you do this, why not end your move with an attack on a War Machine? If you can take it out, you eliminate it from the Hero's inventory and incur a (small) economic burden on your enemy.





# *Part Three*

## CHAPTER SEVEN *Combat*

The next two chapters are dedicated to tactics and strategy for *Heroes of Might and Magic III*. This chapter is all about combat. First is a look at the battlefield—its characteristics and terrain features—and prebattle game issues. Next, I describe the combat turn system. Finally, the chapter explores the process of combat itself, including a description of the game's artificial intelligence (AI) and a discussion of various combat tactics and their specific applications.

### The Battlefield

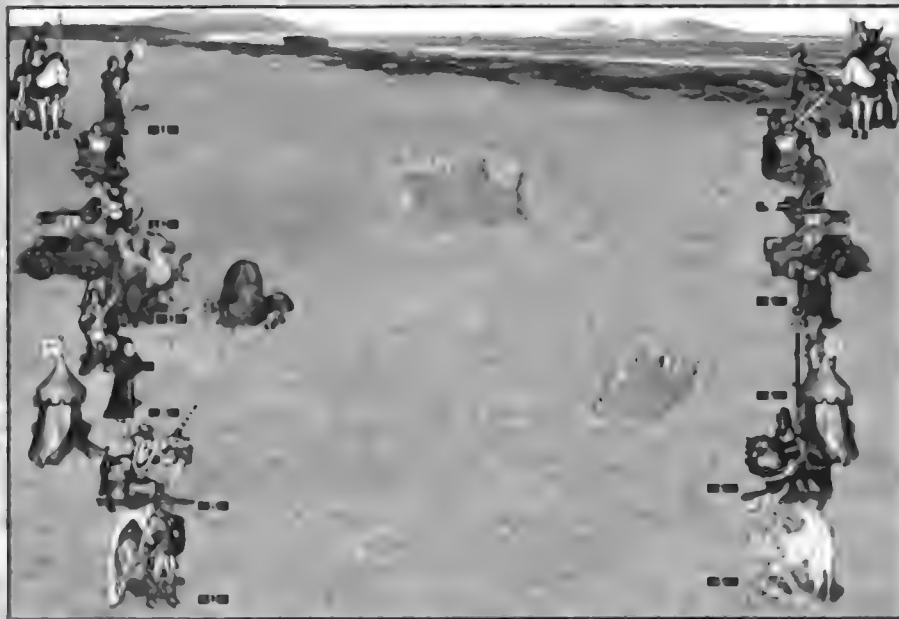


FIG. 7-1. A MAJOR BATTLE ABOUT TO BEGIN.

All combat takes place on the battlefield. At the start of combat, the attacking player's troops line up on the left edge of the battlefield and the defender's forces are arrayed on the right. Heroes appear on their army's side at the upper corners of the battlefield. Because combat can only be initiated by Heroes, the attacking army will always be led by a Hero. The defending army may or may not have a Hero.

Distance on the battlefield is measured in hexes, which are laid out in a 15 x 10 honeycomb-grid pattern. (If this is confusing to you, go to the Combat Options screen and turn on View Hex Grid.) A creature's Speed indicates how many hexes it can move each combat round.

Various obstacles, such as rocks, cliffs, and bushes, are randomly scattered around the battlefield. Obstacles block the movement of ground-walking troops and lower the damage of ranged attacks that pass through them. Flying troops may pass over obstacles without impediment, but they may not land on obstacles.



FIG 7-2. SIEGE COMBAT.

Siege combat occurs when a Hero attacks a town where a Fort, Citadel, or Castle is built. These buildings provide Walls, Arrow Towers, and Moats for defending forces. In siege combat, the attacking forces line up as normal, but the defender's forces start out behind the town's Walls. Walls act as obstacles, but since

they can't be walked around, ground troops must wait until the Walls are breached by Catapult shots before they can get to the hexes behind the Walls. When a creature enters a Moat, the creature's movement ends and it must wait until the next round to move again.

## Standard Formations

Where your troops are placed at the beginning of battle can greatly affect its outcome. Fortunately, you have a lot of control over your troops' starting formation. If you look in a Hero's Hero screen, you'll see his or her army arranged in the seven troop slots. Creatures will line up on the battlefield, top to bottom, in direct relationship to their left-to-right placement in the troop slot row. In other words, if you put a troop in the leftmost troop slot, it appears at the top of the starting battle formation line. If you put a troop in the rightmost troop slot, it appears at the bottom of the formation.

You can move your troops among the troop slots on the Hero screen. To do so, click on the troop you want to move and then click on the slot you want it to occupy. If the slot already contains a troop of a different creature type, the two troops will switch places. If the troops are of the same creature type, the two stacks will combine into one. You may split a stack in two using the Split Stack button. Choose the troop you want to split, click Split Stack, and then select the slot you want to create the second stack in. A dialog box will appear, allowing you to decide how many troops are in each stack.

Using the Hero Screen Formation buttons, you may select to have your troops appear on the battlefield in either *spread* or *tight* formation. The spread formation places your troops in an evenly spaced line from the top of the battlefield to its bottom. The tight formation bunches them up in the middle.

Each formation has its advantages, though generally the spread formation is better. It gives you better mobility and lowers the possibility of your forces being devastated by first-round area-effect attacks like the Inferno and Meteor Strike spells. The tight formation makes sense if you aren't facing a powerful spellcaster and want to set up a defensive position—for example, a tight group of ranged attackers protected by a ring of slow ground troops.

### Caution

Remember to set your formation options before you go into battle. Once the battle begins, you can't change them. Right-click on the enemy forces to find out their troop composition and then set up your formation to fight them.



## The Tactics Secondary Skill

If a Hero has the Tactics secondary skill, you may be able to use it to place the Hero's forces on the battlefield in a custom formation before the battle starts. You may turn Tactics off on the Hero's Hero Screen, but there really isn't any reason to do this—being able to see your opponent's formation and then reactively switch your formation to meet it is a big advantage.

Tactics are applied when a Hero makes an attack. A comparison is then made between the two combatants' Tactics expertise levels. If the levels are the same, then neither side gains the ability to customize its formation. Both formations appear according to stack troop slot placement and the Heroes' Formation button settings. If one Hero has a higher Tactics expertise level than his or her opponent, then that Hero's formatting can be rearranged. The greater the difference in expertise, the farther creatures may be placed from the Hero's battlefield edge.

Table 7-1. Tactics Placement

TACTICS EXPERTISE	RESULT
2 degrees higher	Troops can be placed 4 rows from edge
1 degree higher	Troops can be placed 2 rows from edge
No difference	No Tactics placement for either side

## Other Starting Conditions

### Luck and Morale

At the beginning of battle, your army has starting Luck and Morale ratings. By default, Luck is set to zero, and Morale is set according to factors concerning the mix of the army's troops, taking into account the number of town alignments represented in the army and whether there's a mix of undead and living creatures (as outlined in the table on Troop Mix Morale Effects in Chapter 2).

An army's Luck is increased if it's led by a Hero with the Luck secondary skill. Morale is increased by Leadership. Luck and Morale also may be affected by visiting Adventure Map locations like the Rally Flag and Faerie Ring, and by various artifacts. During combat, the spells Mirth, Sorrow, Fortune, and Misfortune can change the Luck and Morale of the whole army or of individual creatures.



Each time a creature attacks, the effect of its Luck is determined. Lucky creatures have a chance of doing double damage, while unlucky creatures have a chance to do half damage.

### Table 7-3a. Luck

LUCK RATING	EFFECT
3	12.5 percent chance of doing double damage
2	08.3 percent chance of doing double damage
1	04.2 percent chance of doing double damage
0	No effect
-1	04.2 percent chance of doing half damage
-2	08.3 percent chance of doing half damage
-3	12.5 percent chance of doing half damage

High Morale gives a creature a chance to get a second move during a round. A creature with low Morale has a chance of losing its turn until the next round.

### Table 7-3b. Morale

LUCK RATING	EFFECT
3	12.5 percent creature can act again
2	8.3 percent creature can act again
1	4.2 percent creature can act again
0	No effect
-1	4.2 percent creatures freezes (1 percent for the computer)
-2	8.3 percent creature freezes (2.1 percent for the computer)
-3	12.5 percent creature freezes (3.1 percent for the computer)

Maintaining your armies' good Luck and Morale is vital to their combat effectiveness. It can be really tragic when the creature you were counting on to perform a coup de grace freezes or does low damage. These things can really wreck your carefully laid plans. Although you can't count on those positive Luck and Morale double-damage attacks and second moves, they can be a real boon.

## Native Terrain

Each town type has a native terrain. Creatures from a given town type gain a one-point bonus to their Attack, Defense, and Speed ratings when fighting on native terrain. Keep this in mind when choosing your battles. An army with an across-the-board native terrain bonus is quite a bit more effective than it otherwise would be.

## Table 7-4. Native Terrain

TOWN	NATIVE TERRAIN
Castle	Grass
Dungeon	Subterranean
Fortress	Swamp
Inferno	Volcano/Lava
Necropolis	Dirt
Rampart	Grass
Stronghold	Rough
Tower	Snow

## Combat Overview

Before we get into a discussion of working tactics, let's take a quick look at the *Heroes of Might and Magic III* combat system mechanics.

### Combat Turn Order

The game's combat system is turn based. This means that each troop stack takes its turn—moving, attacking, or performing other actions—and the results of its action are resolved before the next creature gets its move. Combat is broken into rounds, and each creature gets one move per round.

Creatures get their opportunity to act in order of their respective Speed ratings. Faster creatures move before slower ones. Movement order is chosen randomly each round.

### Waiting and Defending

Creatures can delay their move to the end of the round by Waiting. After all creatures have had their normal action phase, creatures that Waited perform their action phases in *reverse* order of their Speed.

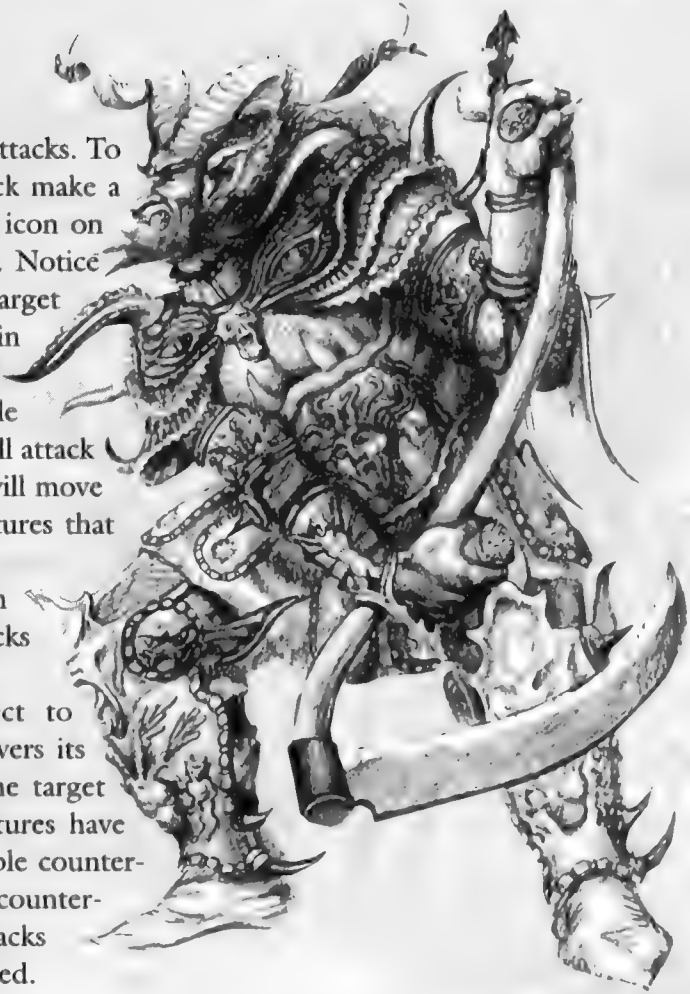
Instead of moving a creature, you can have it Defend. Defending creatures gain a 20 percent bonus to their Defense rating until the end of the round.



## Hand-to-Hand Attacks

All creatures can make hand-to-hand attacks. To have a creature *without* a ranged attack make a hand-to-hand attack, click the Sword icon on an enemy within its movement range. Notice as you move the Sword around the target creature, it changes the direction in which it points. This indicates the direction of attack—the Sword’s handle will be in the hex that your creature will attack from. When you click, your creature will move to the hex and strike its target. Creatures that possess ranged attacks only perform hand-to-hand attacks on creatures in an adjacent hex. Their hand-to-hand attacks do half damage.

Hand-to-hand attacks are subject to counterstrikes. After the attacker delivers its damage, any surviving creatures in the target stack strike back. Though some creatures have special abilities that allow them multiple counterstrikes, normally, a creature can only counterstrike once per round. All other attacks sustained by the creature go unanswered.



## Ranged Attacks

Some creatures can fire projectiles at their enemies. Creatures with ranged attacks can perform them on creatures more than one hex away. Ranged attackers *can't* perform their ranged attack if they have an enemy directly adjacent to them. To have the active creature perform a ranged attack, click the Arrow or Broken Arrow icon on the intended enemy target. The Broken Arrow appears over creatures who are at far range and/or who are positioned behind obstacles. Attacks on them do half damage.

## Damage Calculation

The damage done by an attack is figured by the following steps:

1. *Base damage* is calculated.
2. The effects of Attack and Defense are calculated and applied to base damage to figure *modified damage*.
3. Individual damage bonuses from special attack and spell effects are applied, one at a time, to modified damage.
4. The individual damage bonuses are added to modified damage to figure *final damage*.
5. Final damage is subtracted from the Health of creatures in the target stack.

Let's work through this one step at a time.

### Base Damage

Although some creatures have a set Damage value, for most creatures Damage is expressed as a range (for example, the Swordsman's Damage value is six to nine). Each time a stack of creatures attacks, a random number is chosen from the creature type's damage range and then multiplied by the number of creatures in the stack. This figure is the stack's base damage.

### Modified Damage

The attacker's Attack rating is compared to the defender's Defense. If Attack is greater than Defense, damage is increased. If Defense is higher than Attack, then damage is reduced.

Damage is increased by five percent for each point of Attack over Defense, to a maximum of 400 percent. For example, if Attack is nine and Defense is four, then the difference is five. This results in an increase of 25 percent to base damage. Damage is reduced by 2 percent for each point of Defense over Attack, to a minimum of 30 percent. For example, if Attack is four and Defense is nine, then the difference is -5, resulting in a reduction of 10 percent to base damage.

**Table 7-5. Attack vs. Defense Damage Bonus/Penalty (-10 to 10)**

ATTACK DEFENSE	DAMAGE MULTIPLIER	DAMAGE PERCENTAGE
-10	0.8	80 percent
-9	0.82	82 percent
-8	0.84	84 percent
-7	0.86	86 percent
-6	0.88	88 percent
-5	0.9	90 percent
-4	0.92	92 percent
-3	0.94	94 percent
-2	0.96	96 percent
-1	0.98	98 percent
0	1	100 percent
1	1.05	105 percent
2	1.1	110 percent
3	1.15	115 percent
4	1.2	120 percent
5	1.25	125 percent
6	1.3	130 percent
7	1.35	135 percent
8	1.4	140 percent
9	1.45	145 percent
10	1.5	150 percent

## Attack Bonuses

Let's say that a Dread Knight stack has attacked a target and that this attack resulted in a modified damage of 100. Further, let's say that the Dread Knight got its Death Blow special attack (which doubles damage) *and* got a Luck attack bonus (also doubles damage). Since each bonus is figured individually before they all are added to modified damage, the Dread Knight's target takes 100 points of modified damage, 100 points of Luck bonus damage, and 100 points of Death Blow bonus damage. This is a total of 300 points in final damage.

## Applying Damage

To picture how final damage is applied to the creatures in a stack, think of the stack's member creatures arranged in a long line. Each creature has its own individual Health. Damage is subtracted from the Health of the first creature in the line. If the creature's Health is reduced to 0, then the creature dies and falls out of line. The new front-of-the-line creature then begins to absorb the remaining damage. If damage reduces its Health to 0, *it* dies, the next creature takes its place, and so on.

If final damage is sufficient to zero-out the Health of the last creature in line, then the whole stack is dead.

## *War Machines*

In combat, War Machines can take damage and be killed just like other combat units. War Machines have a Speed of zero, so always get their action phase after all other creatures have had their turn, and they can't move. War Machines' Attack and Defense ratings aren't affected by the Attack and Defense skills of their Hero.

## *Spellcasting during Combat*

Each Hero may cast one spell per round of combat. Heroes only have the opportunity to do so when one of their troops is the active unit.

## *End of Combat*

Combat ends when one side's creatures are all killed. Otherwise, Hero-led armies may retreat or surrender.

In a Hero versus Hero battle, one army can surrender to the other. When your Hero surrenders, you must pay your opponent an amount of Gold equal to half the total recruiting cost of all the creatures in your army. Surrendering Heroes disappear from their position on the Adventure Map and then show up in their player's Taverns for the remainder of the current week, where they may be hired with their army and inventory intact. Heroes who retreat lose their army and then show up in their player's Taverns for the remainder of the current week. Their inventory remains intact.

If one Hero simply loses to another, then he or she loses all artifacts to the enemy Hero. Then, he or she also shows up in the player's Taverns. After the end of the current week, retreating, surrendering, or losing Heroes return to the general Hero pool and thereafter may appear at random in the Taverns of any player.

Except for sieges at Stronghold towns with the Escape Tunnel structure, the defending Hero isn't allowed to retreat from siege combat.

# The Artificial Intelligence: Combat

The AI used by *Heroes of Might and Magic III* in combat acts differently depending on several factors. The most profound differences are caused by the difficulty level at which you're playing. It plays less "cleverly" at easy and normal difficulty than it does at hard level. At hard difficulty, the AI is playing at full strength—combat doesn't get harder at expert or impossible level.\* The AI also plays differently if it's pretty sure it's going to win or lose a combat.

This section looks at how the AI plays at hard difficulty in a balanced combat. After that, it discusses the way the AI plays differently at lower levels of difficulty and in unbalanced combats. A section dealing with the strategic AI is in the next chapter.

## General Description

The general principle followed by the AI in combat can be simply stated: the AI will try to maximize your casualties and minimize its own.

Each time the AI has a chance to move, it considers the position, statistics, and special attacks of all enemy and allied stacks. It also notices which creatures have moved and whether they've used up their counterstrike capability for the round. It then rates all possible moves it can make and gives each a calculated value. After this, it randomly chooses one of the best-rated moves. This random factor introduces a slight unpredictability to the AI's actions.

The AI's main strength is that it *does the math*. It uses the same information you have available to you, but it does things like figure out how much damage one unit will do to another and how many creatures will be killed by their attacks. It also can compare theoretical models of how much damage its creatures will receive from your expected countermoves. When making decisions, it considers the effects of all possible actions. The AI's main weakness is that it doesn't really look beyond the current round of combat.

## Choosing Targets

Actions that slay opponent creatures are of high value to the AI. It tends to attack stacks whose front creature is heavily wounded. It also tends to aim attacks at stacks that will lose a lot of creatures. The AI places a value on eliminating units that are

\* These settings affect aspects of the game outside of combat.

damaging it or that are about to damage it. For this reason, its ranged attack creatures tend to attack other ranged attackers until hand-to-hand attackers get within one round's movement of their edge of the map.

The AI favors targets that aren't incapacitated by spell and special attack effects. It's also careful about catching its own creatures in its own area-effect attacks.

A high value is placed on performing attacks where it won't suffer counterstrike or other retaliatory damage. You'll often see the AI perform a gang attack on a creature that has used up its counterstrike. It often uses its weakest stacks in attacks designed to absorb enemy counterstrikes to set up gang attacks.

## Moving

If the AI doesn't think it can make an effective attack, it often moves its creatures to a position just outside the range of your fastest creatures. In these cases, it also tends to Wait its own fast creatures. When it does this, it's trying to draw you into a position where it can get in the first attack.

The AI also is careful about positioning itself to avoid getting hit by your creatures' area-effect and multi-hex attacks. It also avoids putting its creatures in places where they'll get hit by friendly fire.

## Spellcasting

If the AI is running a Hero-led army, it can cast spells. The decision process it follows is a bit different than that it uses when running its creatures. It looks at what it thinks will be the next enemy its creature will attack and then chooses the spell that will reduce the amount of damage its attacking unit will take.

If this means blasting the enemy unit into oblivion (its creature can't take damage from a slain stack) that's what will happen. If increasing its creature's Attack rating with Bloodlust will do the trick, it does that. It uses a defensive spell if it figures that the target is going to survive with a lot of strength and the spell will reduce the casualties its unit will take from counterstrike and direct creature attacks. It tends to favor spells that have effect for more than one round if it thinks that the combat will last for a while.



If the AI can't predict receiving a beneficial effect from its spells, it won't cast any. It also slows down its rate of spellcasting if it thinks that it's winning the combat.

## *Losing a Battle*

The AI won't hesitate to retreat or surrender if it thinks the battle is lost. It's likely to give up the battle if it thinks that it can't inflict significant casualties on your army. In some cases (siege combat, for example) the AI doesn't have the option of cutting its losses. In these cases, where it knows it's going to lose, it starts to place a much higher value on inflicting casualties and pays less attention to the survival of its own troops.

## *Lower Difficulty Levels*

At normal and easy difficulty levels, the AI starts to play less cleverly, as described below.

### *Normal Difficulty*

- ❖ The AI retreats and surrenders more frequently.
- ❖ Its creatures won't Wait or Defend.
- ❖ The AI doesn't think about avoiding multi-hex attacks.
- ❖ It thinks of its creatures as individuals rather than part of a group.

### *Easy Difficulty*

In addition to the restrictions placed on it at normal difficulty, the AI acts as follows:

- ❖ The AI doesn't consider what your reaction to its moves might be.
- ❖ The AI ignores the effects of your counterstrikes on its creatures.
- ❖ It never surrenders or retreats.

## Effective Combat

In many ways, conducting effective combat really comes down to beating the AI at its own game. It really *is* a good idea to try to win combats taking a minimum of casualties. Although this goal is best served by picking the right fights to begin with (more a part of strategy, which is discussed in the next chapter), you can do a lot of things to increase the efficiency of your troops by playing them with care.

This section starts with advice for fighting evenly matched opponents and then discusses situations where the sides are unbalanced.

### Combat Options

Before you start combat, you should turn on the *View Hex Grid* and *Movement Shadow* combat options. The Hex Grid lets you accurately gauge distances on the battlefield. When you're trying to set up first-strike attacks you'll want to know exactly how far enemy stacks can move toward you. You'll also know if your ranged attackers are facing imminent attack or if they have one more round to take a clear shot. The Movement Shadow outlines the hexes that your creatures can reach during their action phase.

You should avoid using any auto combat options, because when you use them, the computer will fight your troops using the same rules it follows. This is counterproductive to the goal of trying to play *better* than the AI. The AI runs auto combat troops using the same rules it follows for its own troops at hard difficulty.

Whether or not you turn on the Creature Information displays is really a matter of preference. When they're on, information about each creature appears when you roll the mouse over it. You can leave them off as long as you remember to check the more complete right-click Creature Information displays frequently.

### Formations

How your troops are arranged on the battlefield has a great effect on how well they fight, particularly during the first few rounds. Unless you have an enormous

army—say, more than twice as large as those of your enemies—you'll want to pay careful attention to your armies' formations.

Before you get into a battle, take advantage of your ability to get information about your enemies. Check out their right-click information to see the composition of the forces that will be arrayed against you. You should know if you're facing, for example, a large number of fast creatures, a bunch of ranged attackers, or a strong spellcaster. After you look at the enemy, and before you initiate combat, open up your Hero's Hero Screen and make necessary adjustments to your formation settings.

### *Stand-Off Formation*

If your army's main strength is in its ranged attack troops, you'll want to keep enemy troops away from them as much as possible. Remember that ranged attackers can't perform long-range attacks when an enemy is in an adjacent hex and that their hand-to-hand attacks do half damage.

Put your ranged attackers at the ends of a spread formation so that they appear in the battlefield corners. Put your slowest troops next to them and your fastest troops in the middle. This way, you can move your slow troops over into defensive positions in front of your shooters. If you use your fast troops to engage the enemy's fast troops, you can keep the enemy on its side of the field for a few rounds. If the enemy breaks through to one of your ranged attackers, catch them in crossfire from the other corner.

### *The Cavalry*

If you have a collection of fast troop stacks, put them together in a row. They can either be in the middle or on the corner opposite a ranged attacker. Use this formation to best effect by setting up gang attacks on isolated opponents. In the first round, use Wait to get your opponent to send out its hand-to-hand attackers. Shoot the lead creature to weaken it as much as possible and then gang up on it, starting the pileup with a stack able to absorb the counterstrike.

In future rounds, concentrate on taking out your opponent's fast creatures. After you do this, you should be able to use your superior mobility to get the remaining creatures chasing you around the map. Then, take out the remaining forces with minimal casualties to yourself by picking them off one at a time.

## Tactics Placement Formations

If your Hero gains a Tactics placement phase, you can use your advantage in several ways. By moving your hand-to-hand attackers closer to your enemy, you can get your slower troops into the fray earlier than you might otherwise. You can match up your troops with opponent troops to take advantage of particular creature abilities or to set up combination attacks. You can also move your ranged attackers so that they are farther away from your opponent's faster troops and then guard them with closely placed defenders. Tactics allows you to take advantage of field obstacles by placing troops in positions protected against enemy ranged attackers and by moving your ranged attackers so that they have clear fields of fire.

## Effective Attack Targeting

Like the AI, you should aim to keep your casualties down to a minimum. Ironically, doing this is very dependent on choosing the right creature to *inflict* casualties upon. When choosing which troop to take out, consider what creature is going to do the most damage against you over the long run. Very often this is either the enemy's best ranged attacker or its strongest fast troop. You also should look for creatures that have special abilities that cause extra damage, incapacitate your troops, or give themselves increased survivability. Creatures like the Crusader, Vampire Lord, Medusa, and Basilisk are far more dangerous than their straight Attack, Defense, and Health statistics would lead you to believe.

If a team of creatures is giving you trouble, break it up. A common team involves a fast low-level stack combined with a heavy-damage attacker. The low-level stack attacks first and absorbs its target's counterstrike, then the heavy attacker comes in for the finish. If you can take out the fast stack, you will greatly diminish the effectiveness of the high-level creature.

If you manage to Blind or Paralyze an opponent, leave it alone while it's incapacitated. Take advantage of your "power play" advantage and go gang up on some other target. To take maximum advantage of a creature's immobility, set it up for a gang attack on the last round before the freeze effect wears off.

Here are some guidelines for pulling off other efficient offensive moves.

## *First Strikes*

If two creatures are going to start pounding on each other, it's best if your creature gets in the first blow. Your creature's damage will be applied first before the enemy counterstrikes. If you can kill some members of the stack, the damage it does will be reduced. Further, eating up its counterstrike for the round opens it up to gang attacks. The key to getting a first strike in is to get an enemy to walk into your creatures' movement range while those creatures still have their action phase coming up. To do this, wait your faster troops to give your opponent's slower troops time to move into the kill zone.

Usually, the AI's desire to take on your ranged attackers overcomes its resistance to moving into a situation where it's going to be open to a first strike. If not, you can pull it into range by offering (and hopefully withdrawing) a seeming sacrifice. Walking a low-level troop a couple of hexes forward is often enough to draw opponent stacks across the board.

## *The Wait Double Strike*

If you have a match up between one of your fast creatures and a slower enemy, and the enemy is too far away to attack your creature but yours can attack it, you can use Wait to get in two first strikes. Use Wait to force the enemy creature to move first and then attack it. It can get in a counterstrike, but because it has moved already it can't hit you in the current round. When the new round begins, your creature will get to move first. If you attack again, you'll have hit it twice before it had an opportunity to make its own attack.

## *Gang Attacks*

You can lose a battle really quickly by absorbing large numbers of counterstrike attacks. Because most creatures only get one counterstrike per round, it makes sense to try to hit the same creature multiple times in the same round. Only the first attacker will suffer the counterstrike. Any other strike you can get in will be "free" in that your attackers can do damage without receiving any in return. The gang attack is particularly useful for taking out high-level stacks, but don't hesitate to use it against weaker ones—especially if you can kill the stack entirely.

If you can start a gang attack with a creature that can easily absorb the target's counterstrike, then you should initiate the gang attack with that creature. Otherwise, consider using your *lowest* level stack as the first attacker. Sure it'll probably take grievous injuries, but still, it's far better to lose a depleted Pikeman stack than two members of your five-member Angel stack.

### *Concentrated Fire*

The key to using your ranged attackers effectively is to realize that they allow you to attack the enemy before it can reach your troops. If you concentrate fire on a single enemy troop, you can often whittle them down significantly before engaging them hand to hand. By reducing the number of creatures in the stack, you lower the damage of its attacks and counterstrikes, allowing your other troops to deal with it more handily. For this reason, you should always try to hold off making a hand-to-hand attack until your ranged attackers have an opportunity to soften up the target.

### *Using Battlefield Terrain*

Use battlefield obstacles to your advantage. Obstacles do two things: they block the movement of ground troops, and they shield units from receiving full damage from ranged attacks. If you're holding back a hand-to-hand troop for defense or while waiting for a gang attack opportunity, place it behind an obstacle to thwart enemy ranged attackers. You also can reduce the effectiveness of enemy gang attacks by protecting your creatures' backs against obstacles.

If you're facing slow ground opponents, you can often keep the enemy away from your troops behind a large obstacle. Position your ranged attackers on the side of the obstacle opposite your enemies, and then use a fast flying creature to draw the enemy troops into following it back and forth behind the obstacle, never letting them get around the edge. This can take a bit of time, but it's worth the wait if you can win a battle taking *no* casualties.

## Siege Combat

If you're attacking a fortified town, you'll have to deal with the Walls, Moat, and/or Arrow Towers making up the defenses. Unless your army is heavy with flying and ranged attack creatures, this means taking down the Walls because, until you do, the defense can just sit back and whittle you down. If you have the Earthquake spell, be sure to use it. You want to get the battle under way before your army gets decimated by spell, Arrow Tower, and ranged attacks.

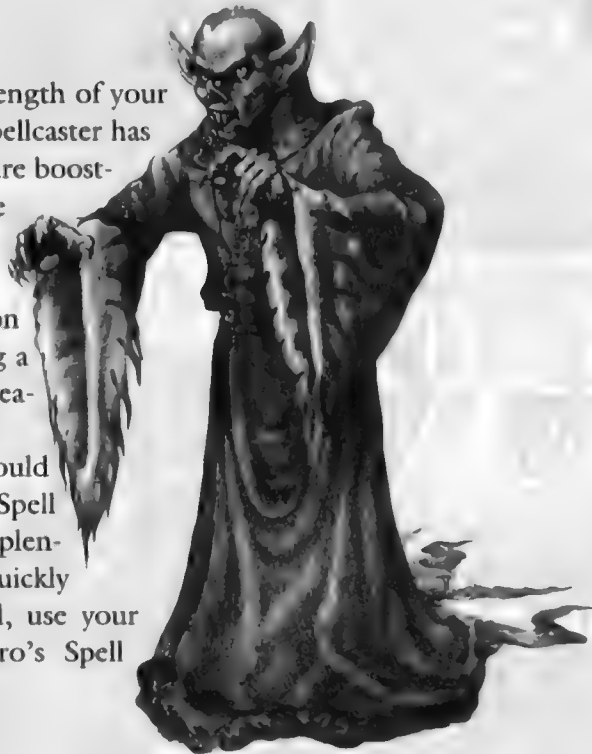
If you're attacking a town without Arrow Towers and whose defensive force is light on ranged attackers, you can use the Walls to your advantage. Engage enemy ranged attackers with spells and your own shooters. Meanwhile, move your ground troops up to the Wall. Often the AI will send out its troops one at a time through the drawbridge—and right into your gang attack.

When defending a town, you have the advantage. Make good use of it. Let your ranged attackers and Arrow Towers whittle down the enemy before you even think of sending in your ground troops. Keep up the projectile attacks and wait for the enemy to come to you. If you have patience, you can take out a large army with little ado.

## Spellcasting

Which spells are best to cast depends on the strength of your spellcaster and your strategic situation. If your spellcaster has low Power and Knowledge skills, low-level creature boosting spells will serve you best. Direct damage spells are highly dependent on Power to boost their damage, and use up your Spell Points quickly. You also should be aware of the duration of your spells. Power often determines how long a spell lasts; cast such spells right before your creatures will need them.

Higher-level spellcasters far from home should be careful about overusing spells with high Spell Point costs. Unless you can find some way of replenishing their Spell Points, casting big spells can quickly drain them of their spellcasting ability. Instead, use your high-level spells prudently, treating your Hero's Spell Points like a precious resource.







## CHAPTER EIGHT *Grand Strategy*

This chapter's discussion widens the focus to take a look at the big picture, *strategy*. To succeed at this game, you *will* have to do well on the battlefield, but really, *Heroes of Might and Magic III* is won or lost on the Adventure Map. How you divide and distribute your forces, and how well you manage your towns, creature production, and resources will decide how well you're able to deal with your opponents. If you fail to expand your kingdom wisely, your enemies will take advantage of any weaknesses you show to shut you down with ease.

# The Artificial Intelligence: Strategic

The AI will play differently depending on the game's difficulty setting. Difficulty also sets the starting resources for human and computer players, and may affect resource production for computer players by giving them a production bonus or penalty. This section describes the differences between difficulty levels and explains how the AI makes its strategic decisions.

**Table 8-1. Starting Resources: Human Players**

<b>DIFFICULTY</b>	<b>GOLD</b>	<b>WOOD AND ORE</b>	<b>OTHER RESOURCES</b>
Easy	30,000	30	15
Normal	20,000	20	10
Hard	15,000	15	7
Expert	10,000	10	4
Impossible	0	0	0

## Table 8-2. Starting Resources: Computer Players

<b>DIFFICULTY</b>	<b>GOLD</b>	<b>GOLD PRODUCTION</b>	<b>WOOD AND ORE</b>	<b>WOOD AND ORE PRODUCTION</b>	<b>OTHER RESOURCES</b>	<b>*PRODUCTION</b>
Easy	5,000	-25 percent	5	Normal	2	Normal
Normal	7,500	Normal	10	Normal	4	Normal
Hard	10,000	Normal	15	Normal	7	Normal
Expert	10,000	+25 percent	15	+39 percent	7	+14 percent
Impossible	10,000	+50 percent	15	+53 percent	7	+28 percent

\*Production refers to the bonus or penalty that the computer receives for the number of resources produced by its mines and towns.

### Easy Difficulty

- ❖ AI doesn't consider the danger it faces from enemy Heroes when moving its Heroes.
- ❖ AI will underestimate the strength of human-player armies when deciding whether to attack them.
- ❖ Computer players can only build a town structure every other turn.
- ❖ Computer players won't build creature generators of higher level than the highest level generator built by a human player.
- ❖ Computer players can't build level 7 creature generators.
- ❖ Computer players won't search for the Grail.
- ❖ AI won't consolidate armies.
- ❖ AI won't trade creatures and artifacts between its Heroes.
- ❖ Wandering monsters are more likely to join human players.
- ❖ Individual computer players won't hire Heroes if they already have two or more.
- ❖ Computer players as a whole won't hire Heroes if they have eight or more Heroes among them.

### Normal Difficulty

- ❖ AI will underestimate the strength of human-player armies when deciding whether to attack them.
- ❖ The AI will consolidate troops to build larger armies.
- ❖ Computer players can only build a town structure every other turn.
- ❖ Within the above limit, the AI will aggressively develop its towns.
- ❖ Computer players will search for the Grail only after they've revealed half the Puzzle Map.
- ❖ AI places a high value on exploring the map.
- ❖ AI will consider the danger it faces from enemy Heroes when it moves its own.
- ❖ Individual computer players won't hire Heroes if they already have three or more.
- ❖ Computer players as a whole won't hire Heroes if they have 11 or more Heroes among them.

## Hard Difficulty

- ❖ AI will correctly estimate the strength of human-player armies when deciding whether to attack them.
- ❖ The AI will be cautious about moving its Heroes into dangerous situations.
- ❖ Computer players can build structures every turn.
- ❖ AI is very aggressive about town development.
- ❖ Computer players will search for the Grail when they've revealed a quarter of the Puzzle Map.
- ❖ Individual computer players won't hire Heroes if they already have four or more.
- ❖ Computer players as a whole won't hire Heroes if they have 14 or more between them.

## Expert Difficulty

- ❖ The AI is extremely cautious about moving its Heroes into danger.
- ❖ The AI searches for the Grail as soon as it can identify its approximate location from the Puzzle Map.
- ❖ Individual computer players won't hire Heroes if they already have five or more.
- ❖ Computer players as a whole won't hire Heroes if they have 14 or more among them.

## Impossible Difficulty

- ❖ Individual computer players won't hire Heroes if they already have six or more.
- ❖ Computer players as a whole won't hire Heroes if they have 20 or more among them.

## How the AI Moves Its Heroes

When making its move decisions, the AI treats its *best* Hero differently than its other Heroes. Each player's best Hero is the one that has the highest primary skill statistics. Move decisions for the best Hero take into account what's going on in the entire part of the map that has been revealed from under the Shroud. Moves for lesser Heroes only consider the area they can see around them. The AI moves its Heroes in order, weakest to strongest.

Move decisions are recalculated each time an AI-controlled Hero enters a new tile. The computer evaluates all move possibilities within the Hero's area of consideration. It then assigns each possibility a value and then chooses the best option. If there are any "almost best" options, it may choose one of them at random to introduce an element of unpredictability.

### Note

Each player's best Hero appears in the Thieves' Guild report available in your Taverns.

## *Exploring and Collecting*

The AI places a high value on map exploration. At the beginning of a Hero's turn, it *very* highly values moves that expose a Shroud-covered Adventure Map tile. After it accomplishes this, the value goes down, but is still high. Think of exploration as the AI's default behavior.

Loose items are highly valued by the AI. It generally tries to pick up treasure, artifacts, and resources, but particularly values those that allow it to build the most expensive town building it can currently build, and those that help it to recruit its most expensive creature.

The AI avoids moving into range of enemy Heroes that it thinks can hurt it in battle. If it thinks that it will lose 25 percent of its forces or more in a fight against an enemy Hero, it avoids moving near that Hero. At easy difficulty, the AI doesn't worry about danger. At normal difficulty, it underestimates by half the size of enemy Hero's armies when making this calculation.

## *Attacks*

At hard difficulty and above, the AI normally initiates combat only if it thinks that it will win without losing more than 25 percent of its forces. It decides this by comparing its army against the enemy force, using a formula to model the battle's outcome. If winning a battle will bring the computer player closer to the scenario's victory condition, the AI is willing to give up more of its forces. It also is willing to lose more forces to take a town.

If a computer player can see an underdefended town, that town will act as a magnet for the player's best Hero or for other Heroes if they're nearby.

When dealing with human players, the AI makes some ill-considered attacks at easy and normal levels. At normal level, it underestimates the strength of human-player forces. At easy level, the AI just doesn't look at the strength of human enemies, which is pretty rough on computer players, particularly considering that they never retreat or surrender.

## *Army Building*

The computer's offensive strategy is based around its best Hero. It tries to build up this Hero's army as much as possible. Toward this goal, it has its Heroes consolidate armies through trading. When two AI Heroes meet, the stronger Hero takes the army of the weaker.

When computer Heroes visit towns, unless the town is threatened, they tend to recruit all the available creatures. The computer adjusts its armies in towns to avoid bad Morale penalties and to maximize Hero movement by leaving slow creatures and those that particularly lower the army's Morale in the town's Garrison. Otherwise, the AI avoids building up town Garrison forces unless an enemy invasion is imminent.

## Taking Advantage of the AI

The AI performs very differently depending on the difficulty setting. This section describes some ways that you can take advantage of AI idiosyncrasies at various difficulty levels.

### *Hard, Expert, and Impossible AI*

The AI pretty much plays the same at hard, expert, and impossible difficulty levels. At these levels, the AI characteristic that you can take most advantage of is its disinclination to put its Heroes in danger. The AI avoids stopping a Hero within the movement range of one of your Heroes if it thinks its Hero can't beat yours handily—that is, by taking less than 25 percent casualties.

This tendency gives your stronger Heroes the ability to block and herd the enemy. Your Heroes can “control” a circular area around them whose radius is equal to their movement limit. You can create a blocking Hero to prevent the enemy from approaching important areas of the map, to protect passes leading to your territory, or to hold an enemy in its own territory.

Let's say, for example, your enemy starting position is surrounded by mountains and has a single pass through which it can expand. If you can put a blocking Hero at the mouth of that pass, you can keep the enemy hemmed in. You can keep this up as long as you reinforce the Hero enough to worry the AI. Remember, the army doesn't have to be strong enough to destroy enemy armies, it just has to be able to cause them significant damage.

The AI's cautiousness can make it difficult to find enemy Heroes to attack. If you approach an enemy Hero with an army capable of beating its army, the Hero will run away. Unless your Hero is faster, he or she probably won't catch up. To engineer an attack on an enemy Hero, you need two Heroes of your own, one with a strong army and one with a weak army.

Use the weaker Hero as bait to draw in the enemy Hero. Position your weak Hero between your strong Hero and the enemy. The strong Hero should be close enough to reach the weaker one in a single turn, but not close enough for the enemy to consider it a threat. When the enemy moves into range of the weaker Hero, have the stronger Hero run up and transfer its army to the weaker one and then have the newly reinforced Hero attack the enemy.

## *Easy and Normal AI*

At easy and normal difficulty levels, the AI often attacks human-controlled Heroes it can't beat. This defeats the effectiveness of the blocking Hero technique, but opens up other possibilities. You should seek to set up mismatched battles with weaker enemy Heroes. At easy difficulty, the enemy doesn't retreat or surrender from battle, and at normal difficulty, it does so infrequently. Because of this trait, you can wipe out large numbers of enemy troops in battles where you have a solid troop strength advantage.

If you can do this repeatedly, your creature populations will remain far above your enemies'. Eventually, your population advantage will make you an unstoppable force. If the enemy explores near one of your towns, expect that town to face a wave of attacks. If you keep its Garrison well stocked, you can grind up attackers with ease.

Keep track of your enemies' best Heroes. Because they won't fear you, they can break into your territory and cause all sorts of havoc. Make sure that you have a strong general near your important territories so you can react to enemy breakthroughs.

## **Early-Game Strategies**

Usually, a *Heroes of Might and Magic III* game will proceed in easily recognizable stages—*early game*, *mid-game*, and *end game*. Although you'll always be working toward meeting the scenario's winning conditions, each game stage has its own sub-goals and concerns. The advice in the next few sections applies mostly to games without special victory conditions. The default victory condition is to defeat all your enemies. To do this, you must take all of their towns away from them.

The early game is a period of vulnerability for all players. Your goals should be to explore and consolidate your nearby territory, to secure resources, and to get your starting town under development. Early town development is discussed in Chapter 5. Other issues are discussed below.

## *Exploration and Resource Gathering*

At the beginning of the game, you can see only the tiny portion of the map surrounding your starting town and other locations you control. It's important to rapidly uncover the Shroud around your starting town—even if you're using the Chapter 9 and 10 scenario maps as play aids. Once the Shroud is removed from an area, you can see what goes on there, so you can react to enemy Hero attacks.

You also want to know the extent of your starting territory. This is the area near your starting town that you can reach without having to fight tough creatures. Look for nearby Subterranean Gates, Shipyards, and Monoliths. These locations can expand the extent of your territory. When you explore, you also can analyze your territory's defensibility. How can the enemy reach you? Answer that, and you'll have a good idea where you'll have to place your defenses when the enemy finds you.

As soon as possible, you should collect nearby loose resources and flag mines close to you. Any loose resource you pick up is denied to your enemies. The earlier you flag mines, the more resources you get from them. If a Hero is almost at the end of its movement limit and has the choice of flagging a mine or taking a loose resource, choose the mine. The loose resource will still be there next turn, and you will get an extra day of production from the mine. You'll need large amounts of Wood and Ore to build up your towns, so you should try to flag Sawmills and Ore Pits as early as possible.

To accomplish all this, you need more than one Hero. Two or three is a good number for the early game. Be careful about hiring too many. They cost 2,500 Gold each, and you have other needs for Gold. Transfer all of your Heroes' troops to a single Hero. This is the Hero to develop into your first general. The remaining Heroes will be your scouts. Make sure that the creature your scouts keep is your fastest one. You want your scouts as mobile as possible.

You want your general to gain all of the experience easily available to you. If your scouts uncover a pass guarded by a low-level wandering monster, park the scout near the pass and send in your general. After the general clears the pass, send

your scout through to continue exploration. Your scouts also should leave behind any Treasure Chests they find. Have your general pick them up and scatter the Gold for experience. Doing this, you can rapidly build up a high-level Hero.

## *Early Military Action*

Your general should be able to take out low-level wandering monsters during the first week and, with reinforcements from your developing town, stronger monsters on the second or third. You also should consider whether to leave monsters in place. Some monsters will block passes into new territory. If you aren't planning on exploring beyond these monsters' positions, leave them in place. They'll keep enemy scouts from exploring your territory—and you *do* want to keep the enemy's Shroud over your town as long as possible.

If your general runs into enemy scouts, he or she should take them out. This hampers the enemy's own exploration and probably forces it to pay a 2,500 Gold rehiring fee. That 2,500 Gold is a lot in the first few game weeks. If your scouts run into an enemy general, you should consider letting the general attack the scout. If you run the scout back to your territory, the enemy general will probably pursue. You may save the scout, but now you have a "fox in your hen house." The enemy general will run around your territory, causing you all sorts of trouble. Even if you can take out the general with your own, the enemy now can see your territory and will begin to attack and harass you. Having to go on the defensive early will really hamper your development.

If you run into an underdefended nearby neutral town, you should take it. It'll spread you pretty thin to defend both towns, so unless the second town is in a naturally defensible position (like in a corner behind your first town) don't spend resources developing it beyond upgrading its hall to increase its Gold output. There's a very good chance that you'll lose the town to an enemy. Just think of it as a Gold Mine for now.



# Mid-Game Strategies

If your early game goes as it should, you'll have a stream of mine resources coming in and your first town well developed. Because you'll now have the creatures to build a good-sized army, you can start to think about expansion. You're now in the mid-game.

During the mid-game, you'll begin to open up fronts to your enemies, expand your territory, develop a new general or two, capture towns, and finish your exploration of the map. Your main goals are to consolidate a larger territory and build up your production to the point where you can start eliminating enemy players.

## *Further Exploration*

Your cause will be greatly facilitated if you can uncover most or all of the map. To do this, you should develop a super scout or two. Give a couple of your scouts armies large enough to take on wandering monsters. Make sure that their armies are made up of creatures with good Speed ratings so that your scouts remain mobile. Break them out of your starting territory and run them around to uncover the map.

As they travel, your scouts should pick up loose resources and artifacts, and flag mines and Adventure Map locations. You probably won't keep the flagged locations, particularly if you're on a map with many players. But it's fine to gain what benefits you can from them while you do hold them. Just flag them and move on. Similarly, use your super scouts to take out weaker enemy scouts and wandering monsters. Your scouts will start to pick up experience, which is fine. You'll need a couple of strong Heroes beyond your main general. Have them pick up Treasure Chests they encounter—both to gain more experience and to deny the same benefit to your enemies.

If you run into an enemy general, try to escape by running deeper into unexplored territory. If you succeed, then you can keep exploring; otherwise, you'll draw the enemy farther from your starting territory. If the enemy catches your scout, do its army as much damage as you can and then Retreat. Don't forget to hire your scout back before the end of the week. He or she will now probably have gained a few levels of experience and will come back with any artifacts he or she has found.

## Military Expansion

Your starting town should be built up by week three or four. Although you'll want to leave a good number of creatures in your creature generators, start pumping up your general's army. The creatures you leave in town are there to protect it from attack. What you want to do is to get to the point where you can take your general away from town. Make sure to keep a Gold reserve large enough to recruit your town creatures into its Garrison if an enemy finds it and attacks.

Start choosing fights for your general. Your scouts' efforts should allow you to see a large part of the map. Your best targets are nearby, lightly defended, neutral towns. Engage weaker enemy Heroes if you can. Keep your general in the field by using troop transport Heroes to bring him or her reinforcements.

As you expand, try to open up as few fronts as possible. You can't avoid running into *some* enemies, but you want to limit how many are pressuring your territory. Try to consolidate defensible positions like map edges and land behind choked passes. The idea is to reduce the number of paths enemies have to reach you. One of the best things you can do toward this goal is to eliminate any weaker players you can. Look for players who've had their development stunted by a lack of resources or by early conflict with other players.

## Mid-Game Town Development

You don't have to develop every town you take—nor do you want to. Developing towns is expensive, and you can only make good use of a few of them. Remember that if you want a town's creatures to use as attack troops, you have to be able to bring them to where the action is. If the town is too far off the beaten path, you won't use it.

You do need Gold income, so go ahead and develop your halls. You want to get a Gold income advantage over your opponents, but you don't want to overdo it. Having a bunch of developed towns is no good if you tap out your resources to build them.

If you capture a town far from your starting town, you may want to develop it as a second center for creature production, especially if the terrain makes it difficult to bring your starting town's creatures forward. The town will be much nearer to the enemy, so you'll probably have to keep your general nearby to protect it until it can hold its own. Before you pour resources into a new town, weigh the benefits of building it up against the disadvantages of slowing your expansion.

## End-Game Strategies

If you succeed in the mid-game, you should have a large part of the map under your control and a few developed towns. Unless you've faced an unusual number of expensive setbacks, your supplies of Gold and other resources should be high enough that you don't have to worry about them. Once you've reached this point, it's time to start eliminating other players with the goal of finishing the game.

### *Eliminating Other Players*

If, at the end of the game, a few strong players still remain, your hardest challenge is to eliminate the first of them. You want to do this without weakening yourself to the point where other players can eliminate *you*. Choose your first target wisely. You don't want to take the territory of a player who's being pummeled by other players. Once you take the territory, they'll attack you.

At easy and normal difficulty, it should be a simple matter to get your target enemy's best Hero to engage you in a mismatched battle. Just make sure that the mismatch is in your favor. At hard difficulty and above, you'll have to hunt down the best Hero. Concentrate on whittling down your enemy's territory bit by bit. You'll eventually get the territory down to one town where you can fight the enemy's best Hero in a final siege battle.

Once you're the strongest player on the map, finishing off the other players should be no problem. Just keep up the pressure, nibble away at their territories, reduce their forces where you can, and just keep increasing your creature production advantage. You should maintain two or three strong Heroes so you can stay on the attack. If you can keep your enemies on the defensive, they won't be able to retake territory you've taken from them.

## Some Strategy Tricks

Here's a collection of tricks, advice, and tips that don't fit easily into other categories.

### *Maintain a Gold Reserve*

It's better to keep Gold in reserve rather than spend it on recruiting creatures, especially if all you want to do is fill your Garrisons. You can just as well leave them

stockpiled in your creature generators. Wait until a town is threatened before filling its Garrison. The Gold you save from not garrisoning towns will be there to use for other purposes—like buying troops for your Heroes on the attack.

## *The Surrender/Retreat Teleport*

If you have a large Gold reserve, you can Surrender or Retreat as a way to move a Hero who's far from your territory back to one of your towns. Find an enemy Hero on the Adventure Map or in a town and attack him or her. If you need to keep your Hero's army intact, and can afford the cost, Surrender before you take any casualties. If you just want the Hero back at town, do as much damage as you can before you Retreat. Fire off as many spells as you can; your Hero's Spell Points will be replenished when you re-recruit him or her. Don't get carried away, if you *win* the battle or if the enemy Hero flees before you do, your Hero will be stuck where he or she is—and probably with a depleted army.

## *Let Your Level 3 and 4 Creatures Stockpile*

Your level 3 and 4 creatures aren't particularly effective until you can get larger stacks of them (30 or more). They don't do enough damage or have enough Health to do much good on the battlefield in small numbers, as do higher-level creatures, and they don't build up massive numbers as do your lower-level creatures. Leave your mid-level creatures in your towns until they build up sufficient numbers rather than recruiting them piecemeal.

## *Day 7 Invasions*

Remember that wandering monsters and town creature generators go up in population on Day 1 of a new week. If you're going to attack a wandering monster or town, it makes sense to attack before the end of the week because after that it will be stronger.

If you attack a town, the best day to do it is on Day 7. This way, *you* own it on Day 1 and can use its creature generators to either Garrison the town or to reinforce your Hero's army.

## Desperate Town Defense

If an enemy Hero is barreling down on a town you want to keep, but that town doesn't have a stockpile of creatures to hire into its Garrison, what do you do? Well, if you have a strong Hero capable of casting the Advanced or Expert version of Town Portal, you can teleport the Hero and its army to the town to defend it.

Otherwise, you can muster some troops by building a new creature generator building. This gives you a week's worth of its creatures. This number should be enough to deter a scout trying to take an undefended target of opportunity. If you need more forces, hire Heroes at the town's Tavern, strip off their starting armies, and then dismiss them. After you have a sufficient force, keep the last Hero to act as Garrison commander. This defensive move is really expensive, so make sure that you *really* want the town.

Usually, it makes more sense to follow the next strategy.

## Free Town Development

If you find an underdeveloped town that you want, but see that an enemy is about to take it, sometimes the best thing you can do is to let them have it. Let them hold it for a few days, and they'll develop it for you. If you don't have a tough Hero too close, the AI will start by developing economic structures. Just be sure to take the town before the AI has time to get a large stockpile of creatures in its creature generators.

## Dump Resources for Gold

After you're finished developing your towns, you'll probably find that your resources start to stockpile in vast quantities. If you don't need them to pay level 7 creature recruiting costs, sell them for Gold in your Marketplaces. You won't get a great price, but if you don't need them, why not? If you have five or fewer Marketplaces, you'll get a better selling price from the Adventure Map Trading Post location.



# *Part Four*

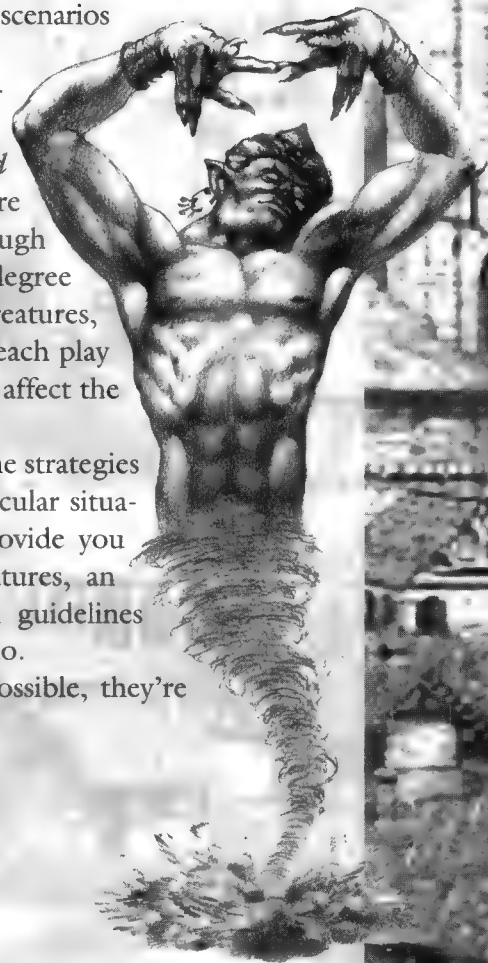
## CHAPTER NINE *Standard Scenarios*

This chapter describes the standard (non-campaign) scenarios used for single player and multiplayer games.

It's impossible to provide step-by-step instructions—a “walkthrough”—for most of the game's scenarios. Part of the beauty of the *Heroes of Might and Magic III* design is that many of a scenario's elements are determined each time you begin a new scenario. Although this makes for great replayability, it also creates a high degree of unpredictability. The specific towns, resources, creatures, artifacts, and Heroes that appear will be different for each play of a given scenario. These factors and your actions will affect the way the AI handles its play.

Winning a scenario is mostly a matter of applying the strategies and tactics described in Chapters 8 and 9 to the particular situation at hand. The following scenario descriptions provide you with complete maps, a guide to important map features, an examination of your strategic situation, and general guidelines toward meeting the victory conditions for each scenario.

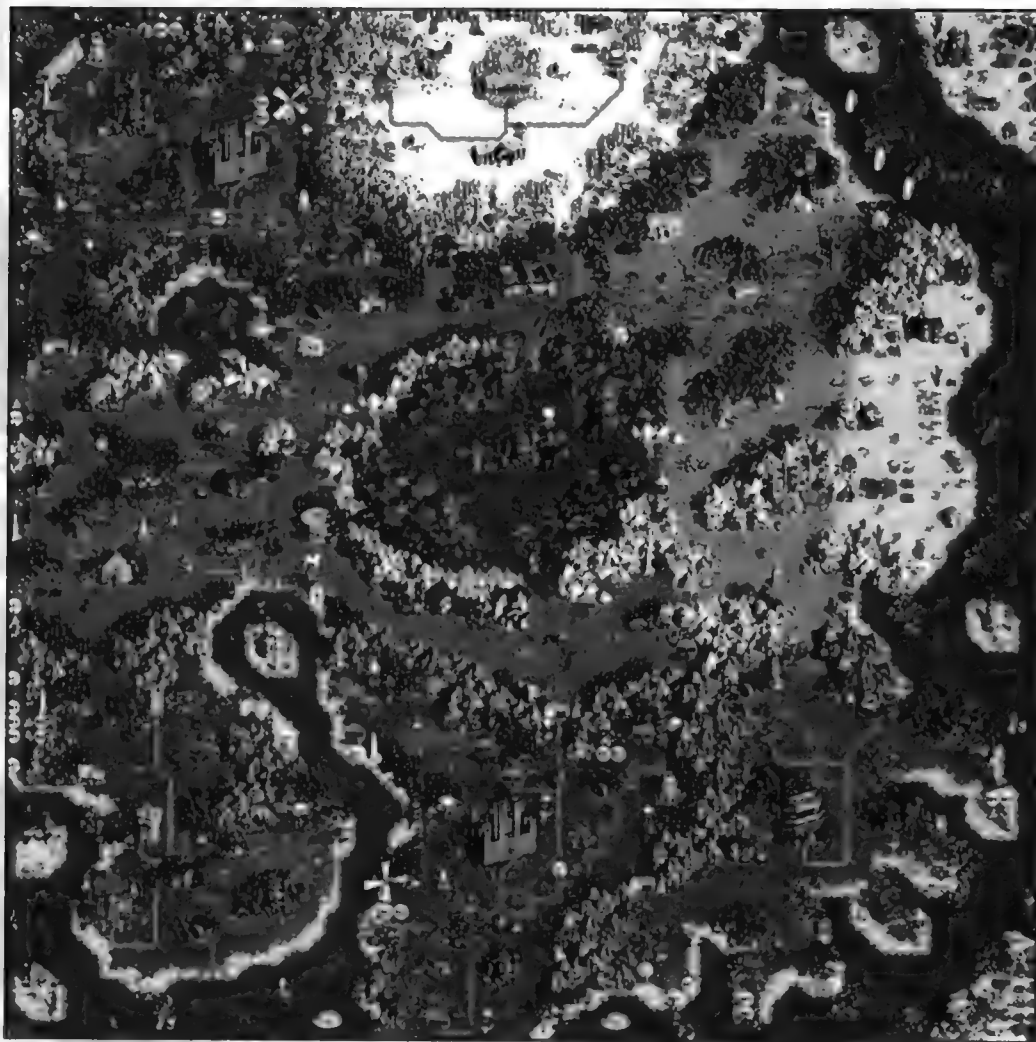
Of course, where walkthrough instructions *are* possible, they're also provided.





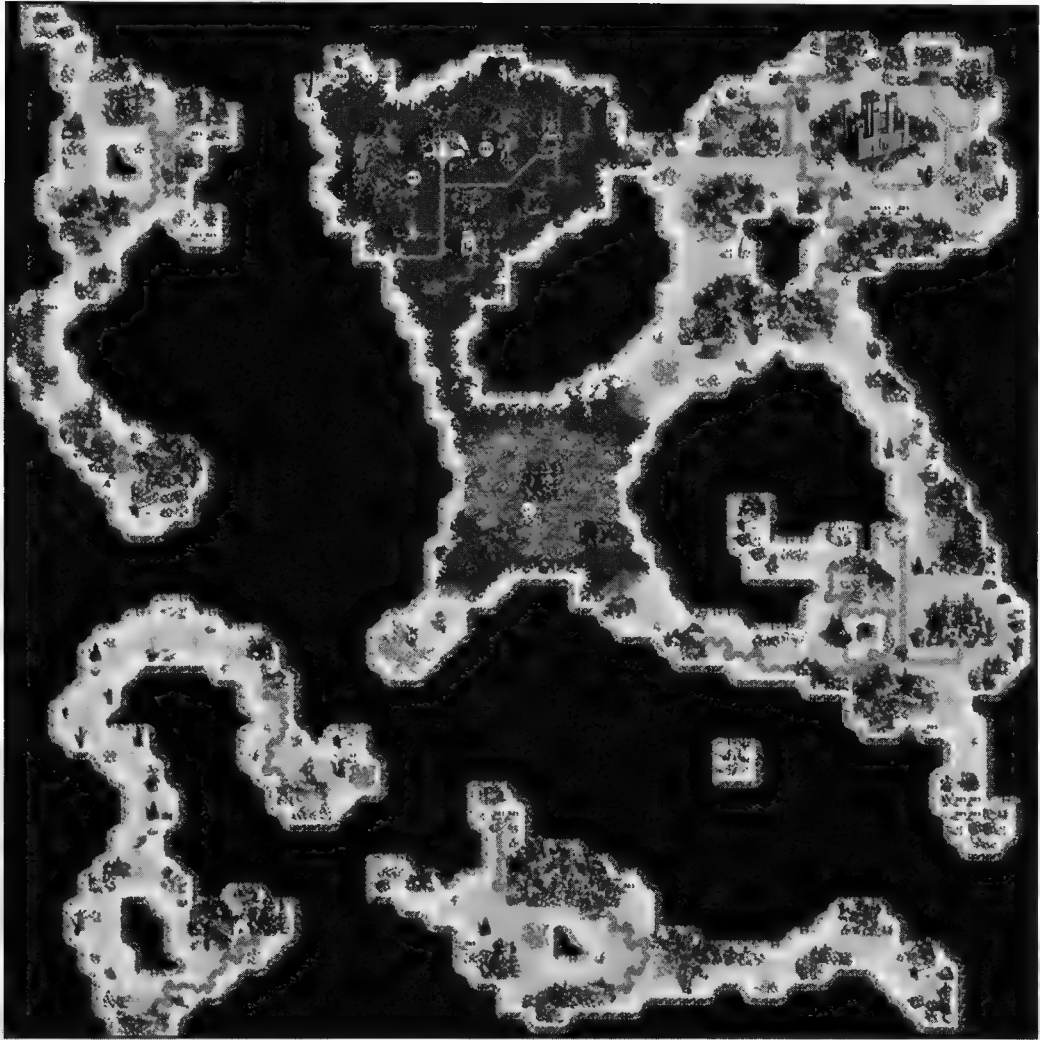
## All for One

### *Surface Map*





## *Subterranean Map*



**Size:** Medium

**Number of Players:** 3

**You May Play:** Red or Blue

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** Three lifelong friends become enemies when each inherits a portion of the kingdom after the King's death. You must show your former friends how to rule ... through conquest.

You may play either of the colors that begin with towns on the surface map—Red or Blue. Red's town is nestled in very defensible territory at the map's northwest corner. Blue begins in a similar situation to the south but is slightly more vulnerable to attack from the sea. Although you can't choose to play it, Tan starts in the northwest corner of the subterranean map with quick access to two neutral towns and a Subterranean Gate to the surface. Although it'll take some time for both Blue and Red to develop their territories, resource needs will quickly drive Tan to the surface. Tan's closest Subterranean Gate comes out in the northeast corner of the map directly next to a shipyard. Soon thereafter Tan will find the gate to the southwest corner. Both situations are particularly troublesome to Blue, but both players should be ready for a surprise attack from Tan.

The key to winning this map lies in controlling the numerous neutral towns scattered around the map. Expand carefully by taking nearby towns. As soon as you can, start pushing back Tan to limit its access to your established territories. If you can block Tan from attacking you, the AI will push an advance against your other opponent. Both will be weakened, giving you opportunity to expand.

## Ascension

### *Surface Map*



**Size:** Medium

**Number of Players:** 3

**You May Play:** Any color

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** Three Lords, three regions. Each region is easy to hold, yet difficult to invade. Do you have what it takes to expand your borders and be rid of your pesky neighbors forever?

Each player on this map starts out on one of three relatively isolated territories. Players only have access to each other through long and/or well-guarded land routes, or via boat and a series of Whirlpools. A single neutral town is located on the southwest side of the land mass. Capturing this town is the key to victory in this scenario. Whoever can take and hold it will be able to out-produce the other players and defeat them with relative ease.

Red starts closest to the neutral town, has a clear land route to it, and has good access to resources. Therefore, Red clearly has an advantage in this game. When playing Red, make taking and reinforcing the town a high priority early in the game. Watch out for Blue, who can easily invade your territory either through the pass connecting your two territories or through the Whirlpool north of your starting town.

If you play Blue, your main starting advantage is that you have a short, unblocked path to the boat just south of your starting town. This gives you a mobility advantage over the other players. The Whirlpool at the map's northeast corner gives you a fast route to the neutral town and to Red's territory. Remember to create a *Whirlpool victim stack* (see Chapter 4) before sending your boat through. You also should send a Hero south to secure the mines near the pass between your territory and Red's.

Tan won't be able to make an early attack on the neutral town because its closest boat is blocked behind wandering War Unicorns—an upgraded level 6 creature. This disadvantage is somewhat offset by Tan's particularly isolated position and easy access to mines. If you play Tan, use what you know about the AI to keep the other players from invading your land. Build up your forces and wait for conflicts between Red and Blue to open up opportunities for you to expand.

# Barbarian Breakout

## *Surface Map*



## Subterranean Map



**Size:** Small

**Number of Players:** 4

**You May Play:** Red or Tan

**Alliances:** none

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** Build up your forces before the Barbarians break out of isolation and try to overrun you. Beware—they're tougher than you think, so some teamwork might be in order.

You may choose to play either Red or Tan. If you choose Red, you'll start in the middle of the surface island. Tan starts in a similar position on the lower level. Both levels are cut into sections by mountains that serve to separate the two teams during the early game. Although it may seem that Red and Blue can attack each other through the Two-Way Monolith on the surface, they can't because of a subtle barricade of obstacles located just north of Blue's town. The only attack routes between any opponents lie through the Subterranean Gates, which are guarded by level 5 creatures.

Winning this scenario is all about careful early game development. The action begins very quickly, so you can't afford to waste time or resources. You won't have the luxury of being able to build up a super Hero before facing the enemy. If you can hold Red and Green to their starting territories, you can deny them access to the full range of mines. This should give you the staying power to win a war of attrition.

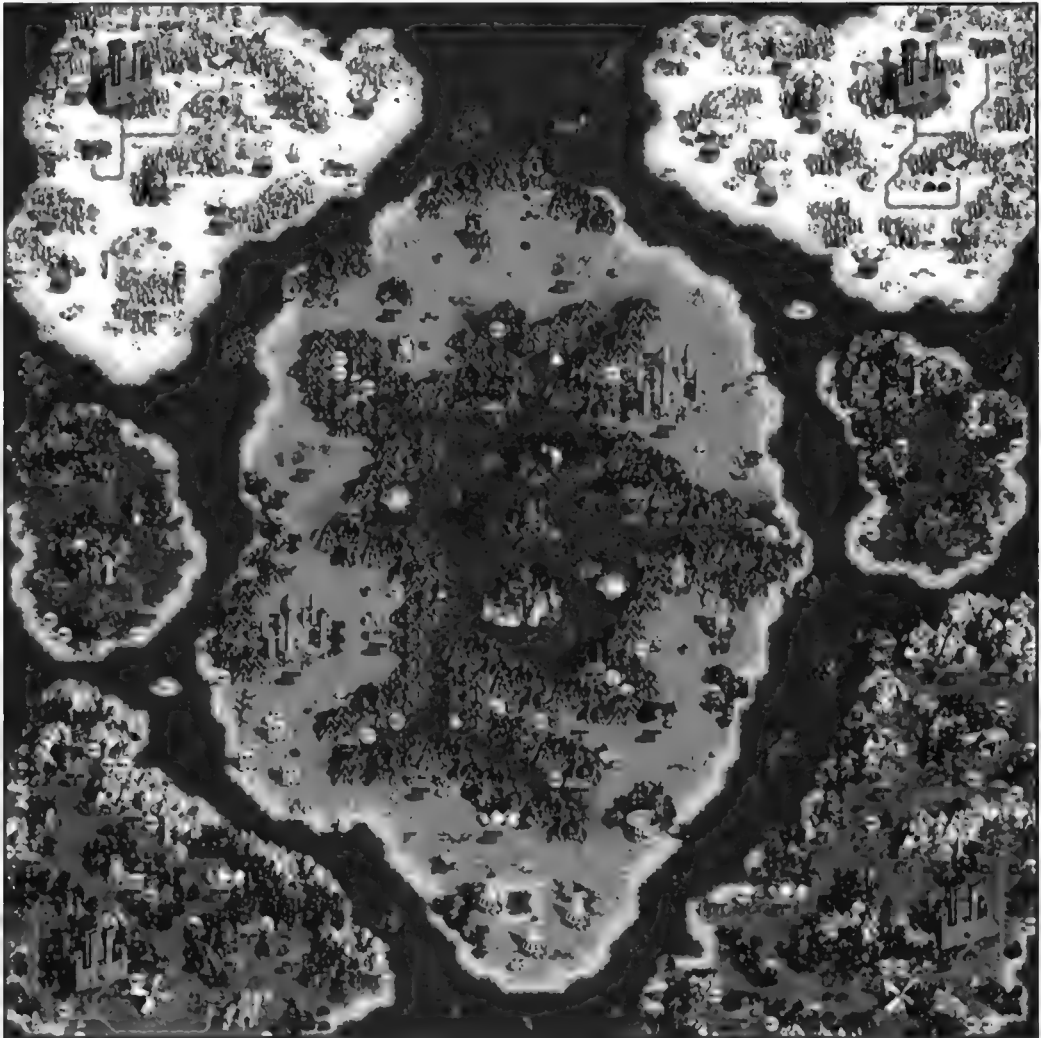
You shouldn't expect to completely uncover the Puzzle Map because, by the time you get to the last obelisk, things will be decided in your favor. Rather, figure out the Grail's approximate location and devote a scout to the task of digging it up after you've consolidated your territory. Having it will help you bring this scenario's events to a quick close.



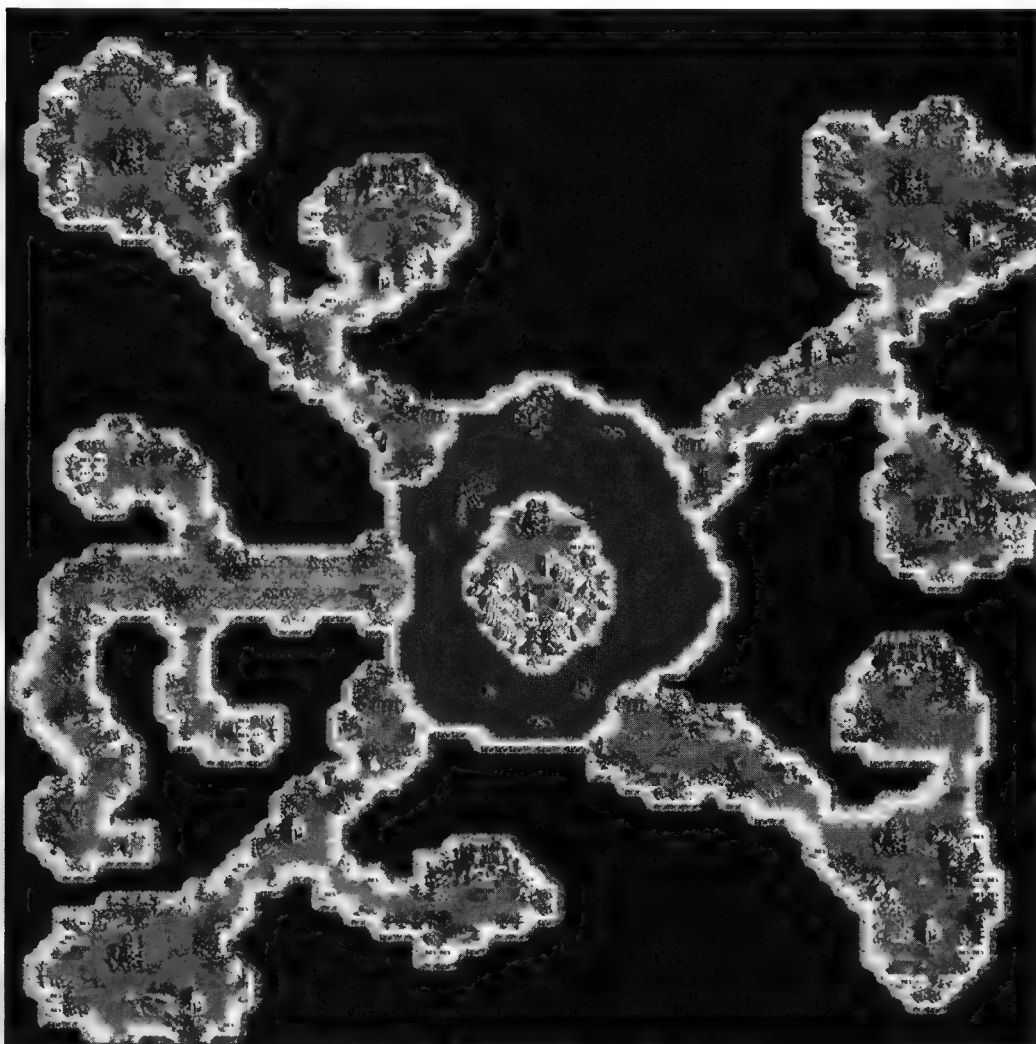


# Buried Treasure

## *Surface Map*



## Map



**Size:** Medium

**Number of Players:** 4

**You May Play:** Any color

**Win Conditions:** Acquire artifact (the Titan's Gladius) or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The Titan's Gladius has finally been located after vanishing from this region for centuries. Unfortunately, you're not the only person with this information, and three other leaders have vowed to get there first!



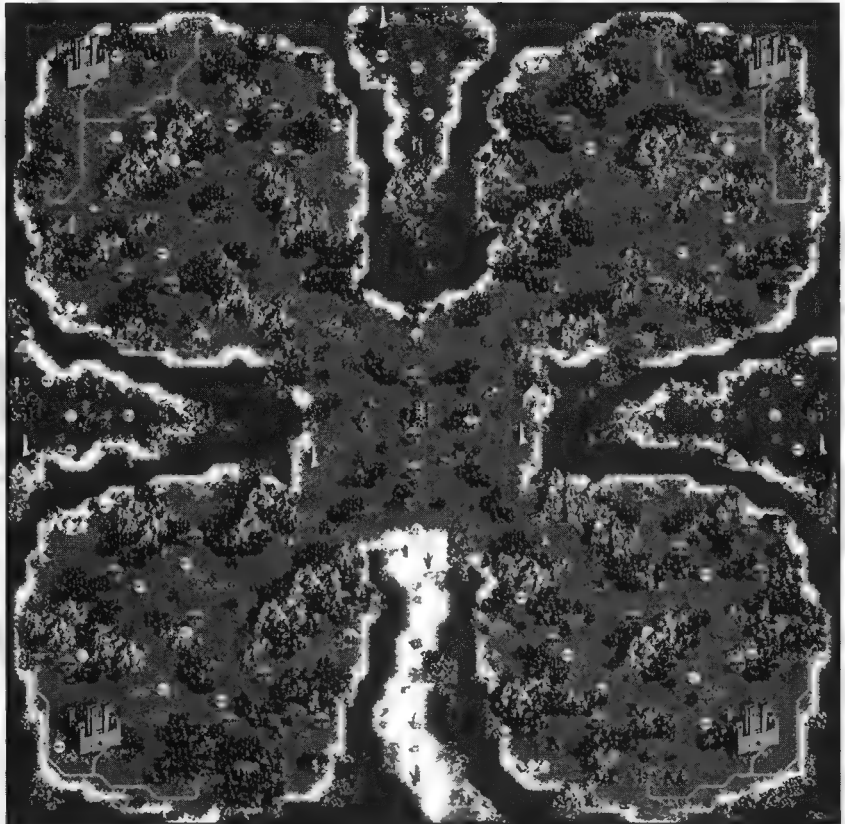
Each of the four players start in a corner of the surface map. To win, you must either defeat the other three players or recover the Titan's Gladius from its location on the subterranean level. Red, whose starting territory contains the full complement of mines, has a decided resource advantage over the other players.

The Titan's Gladius is located at the end of the cavern due west of the central subterranean island. To get through the cavern, you'll need to get passwords from the Keymaster's Tents located on the surface and subterranean central islands. Only the passwords will get by the Border Guard Towers along the way. You'll also need a tough enough army to deal with the Red Dragons and other level 7 creatures blocking the passageway.

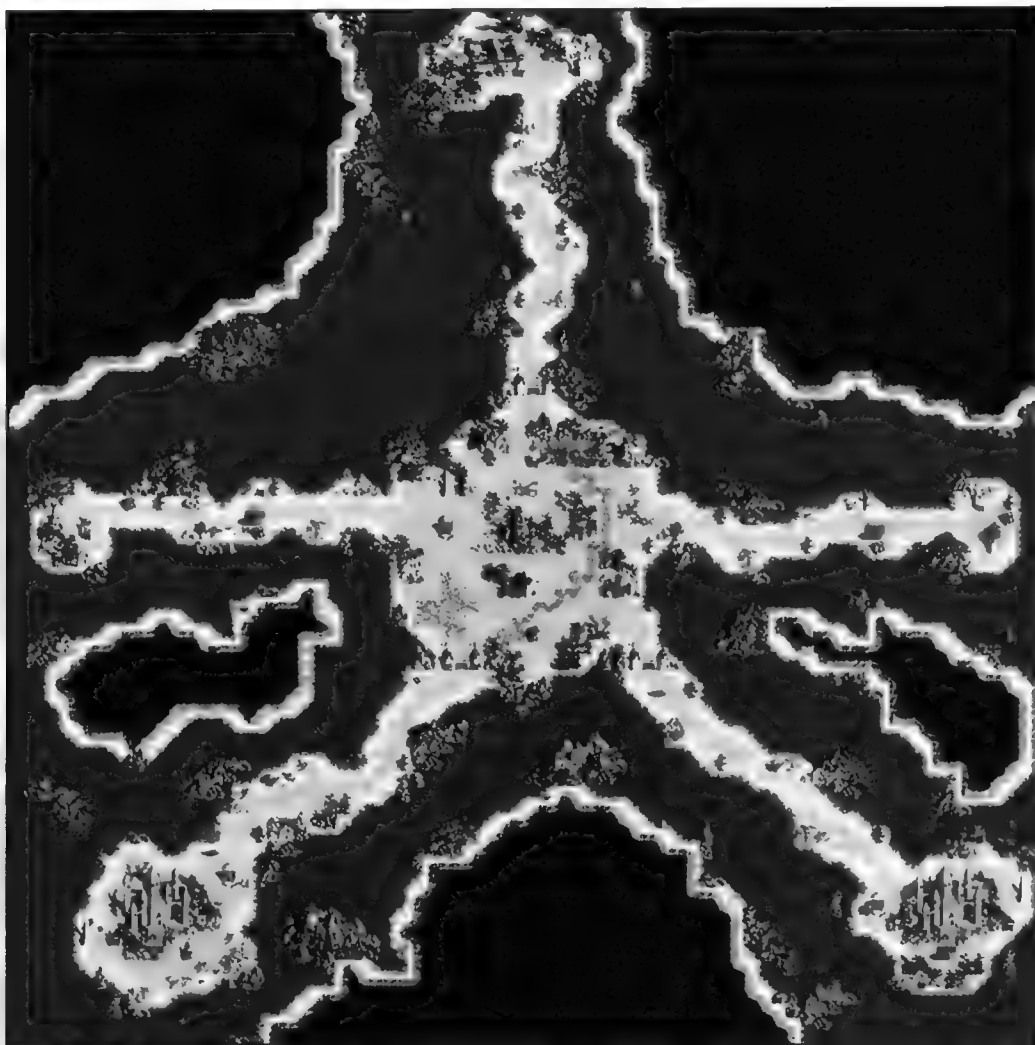
Speed is of the essence in this scenario. Do the minimum amount of resource collecting necessary to fuel Hero and town development. Don't get sidetracked. Whoever gets to the Gladius first wins.

## Crimson and Clover

### *Surface Map*



## Subterranean Map



**Size:** Medium

**Number of Players:** 4

**You May Play:** Any color

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** Yesterday while you were sailing along the shore of your homeland, a fog appeared as if by magic. A few minutes after the fog materialized, your ship ran aground and was wrecked. The fog quickly vanished, revealing a nearby unoccupied castle. Is this some sort of game?

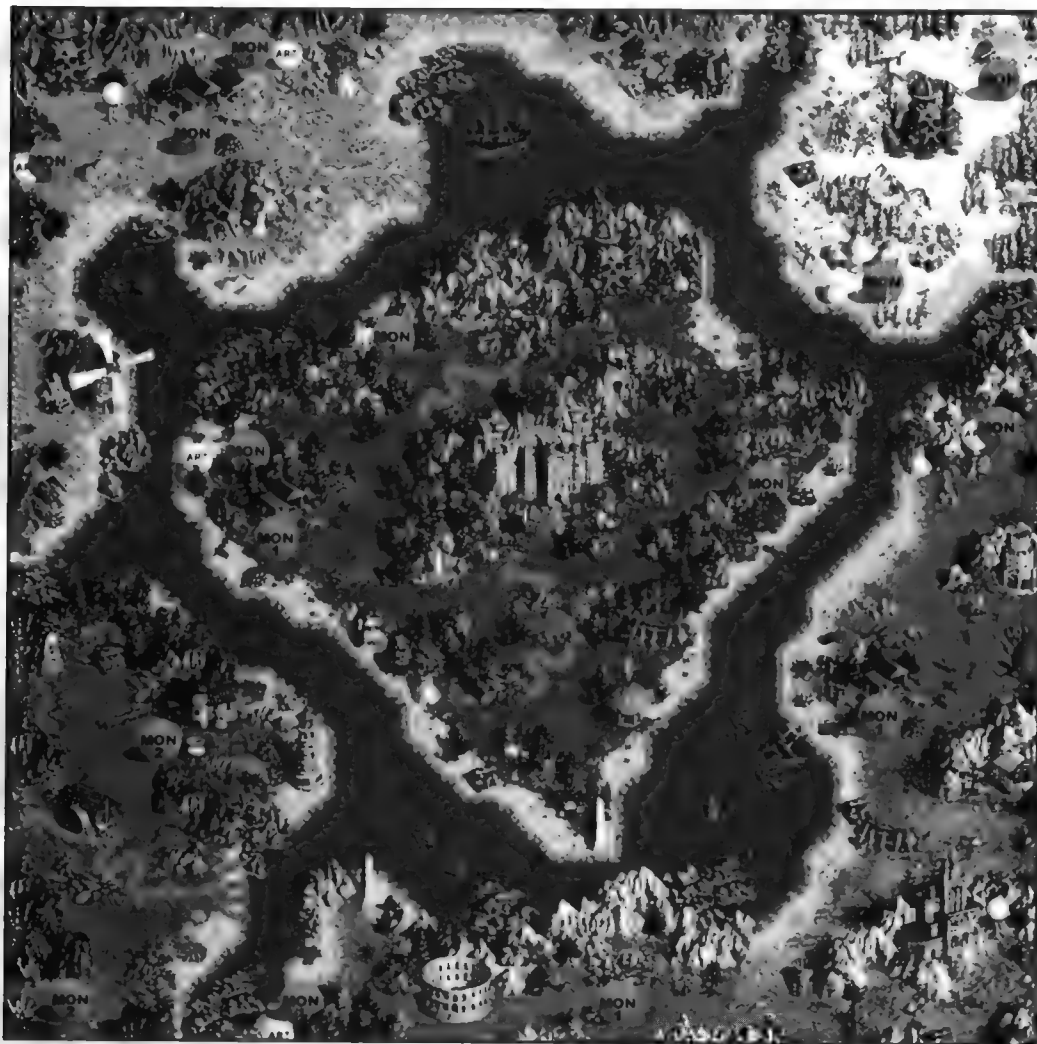
Each of the four players starts on the outside edge of one of the clover-shaped land mass “leaves.” In the center of the clover is the map’s sole Subterranean Gate. On the lower level, Two-Way Monoliths at the ends of the north, west, and east tentacles lead to the north, west, and east islands on the upper level, respectively. Each of the bottom tentacles has a lightly guarded neutral town. The symmetry of this map gives no player a particular advantage. A lack of blocking monsters gives each player easy routes of attack to the others.

The key to gaining an edge on this map is gaining control of the Subterranean Gate. This gate will give you access to the neutral towns, mines, and treasures located on the subterranean level and the outer islands—and deny the same to your enemies. The easiest way to accomplish this goal is to use a Hero to block the computer players from the Subterranean Gate, keeping them out of your leaf and at each other’s throats. Early on, concentrate on developing a Hero with a large army. You definitely want to get an early start on building your starting town’s creature generators. Place the Hero in a position in sight of both the Subterranean Gate and your leaf stem. On the hard difficulty setting and above, this should cause the AI to avoid both the gate and your territory. Send a second Hero through the gate to pick up the goodies. Keep the Hero guarding the gate well supplied with creatures, and you should have free rein to gain the lower level and a resulting resource advantage.



# Dead and Buried

## *Surface Map*



## Subterranean Map



**Size:** Small

**Number of Players:** 3

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** Who do you want to fight first—the dead, or the buried?

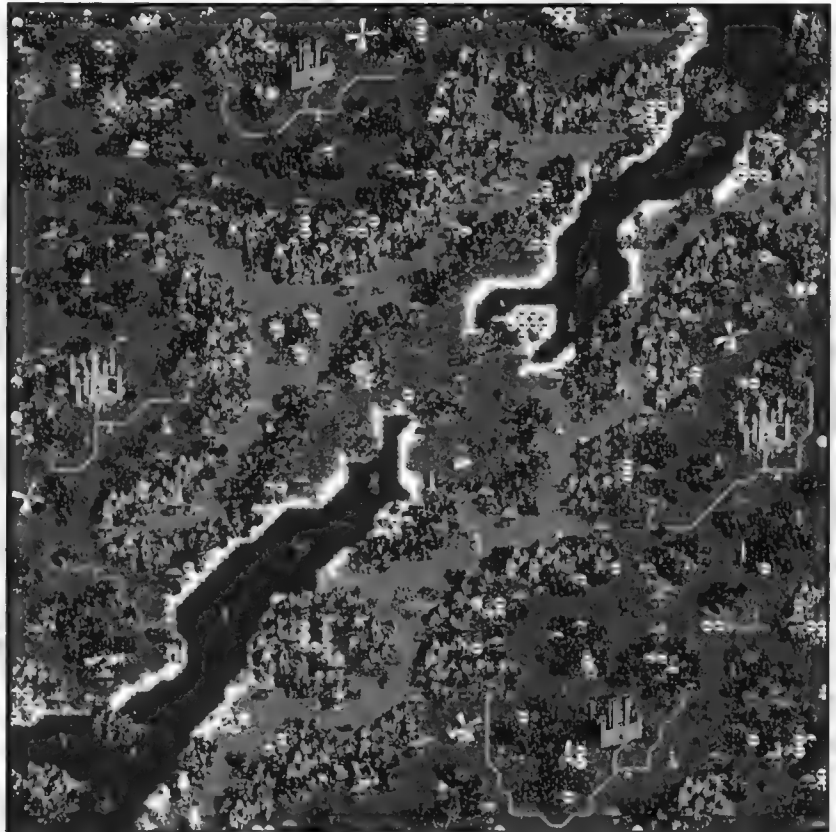
As Red, you start on the central island of the surface map. Green starts with a Necropolis in the southeast corner, and Blue has a Dungeon on the lower level. Expect to get into conflict early on this small map. Green will probably get to you first via a boat purchased from the Shipyard next to its town. Blue has a longer route to the Subterranean Gate north of your town, but really this is little security.

If you can get a jump on creature production, you have a very good chance of taking Green out right off the bat. Build a general, buy a boat from the Shipyard just south of your town, and go after Green. Doing so closes off one of your fronts, bringing the conflict down to you and Blue.

Because Blue has easy access to the surface through three Subterranean Gates, you probably won't be able to contain its advance using the blocking Hero technique. Instead, work on securing your surface territory moving south to north. As you do, make sure you flag any mines you come across. Resources are very scarce on this map. Because this condition also hampers your enemies, you'll probably be able to tackle them with a smaller army than you might normally use.

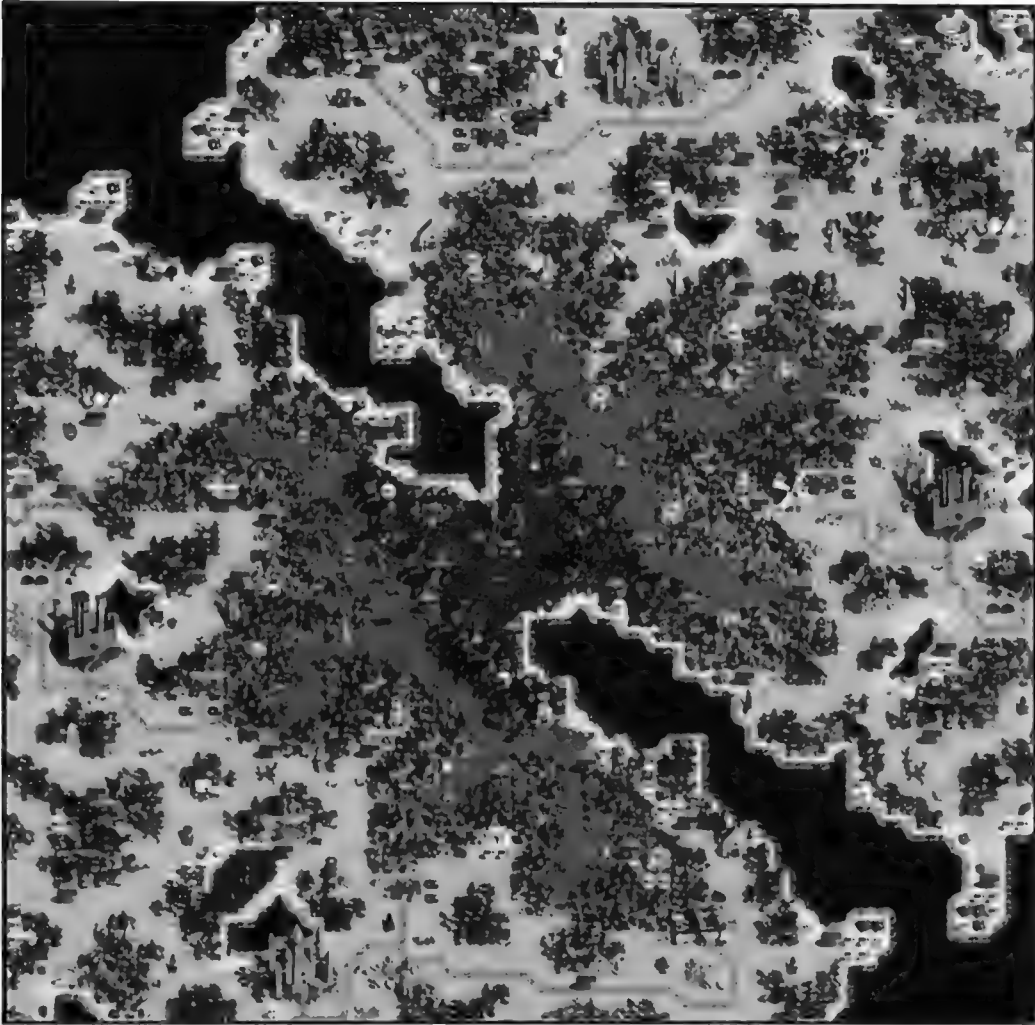
## Divided Loyalties

### *Surface Map*





## Subterranean Map



**Size:** Medium

**Number of Players:** 4

**You May Play:** Any color

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The once-friendly surface dwellers have declared war against each other, causing the underground Lords to do likewise. Take over all enemy castles to claim victory.

This scenario involves four combatants. Red and Blue start on the surface. Orange and Green begin on the subterranean level. The opening conditions are quite balanced, with each player isolated on a large, triangular region of a map. Each of these areas also contains a second, under-defended neutral town that makes early expansion for all players quite simple. A slight advantage is held by Orange and Blue, both of whom have an unobstructed route to their closest neutral town.

Regardless of which color you play, the game will probably develop along similar lines. All players will have an opportunity to build up their towns and Heroes before facing their enemies. To keep pace, you should definitely take the neutral town nearest to your starting position. You can get a jump on the closest player on the opposite layer by building an army capable of defeating the monsters guarding the nearest Subterranean Gate, and then jumping through the gate to get to their neutral town first. If you can do this in the first couple of weeks, you should be able to solidify your hold on three towns in the early game. Just make sure to gather enough resources to build up your defenses before the counterstrike comes.

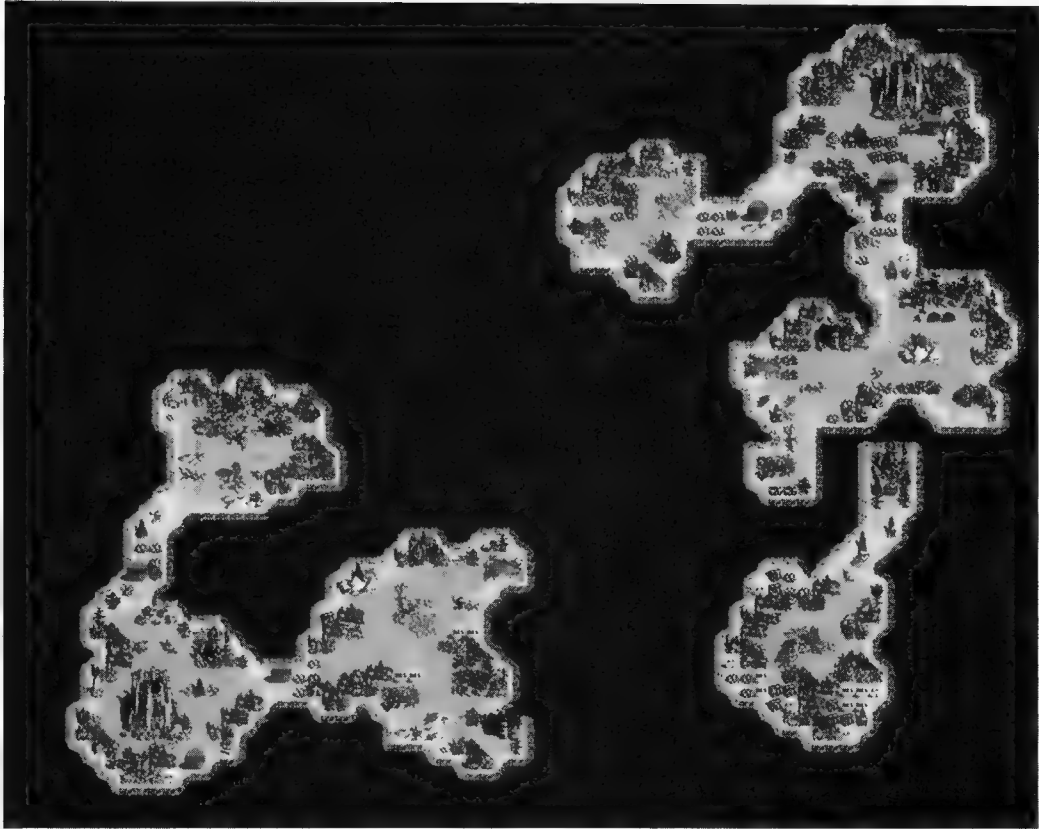
## Dragon Orb

### *Surface Map*





## Subterranean Map



**Size:** Medium

**Number of Players:** 4

**You May Play:** Red or Blue

**Alliances:** None

**Win Conditions:** Acquire artifact (Sphere of Permanence) or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The Dragon Lords in this region will support the ruler who finds the Sphere of Permanence or defeats all other Lords in this realm. In either case, you will become the true ruler of this land.

When seen from overhead, this scenario's surface map looks like a Gold Dragon holding a green sphere. The object you must acquire—the Sphere of Permanence—is located in a grove of trees in the green sphere, which itself is located near the southwest corner. Many of the artifacts on this map look very similar to

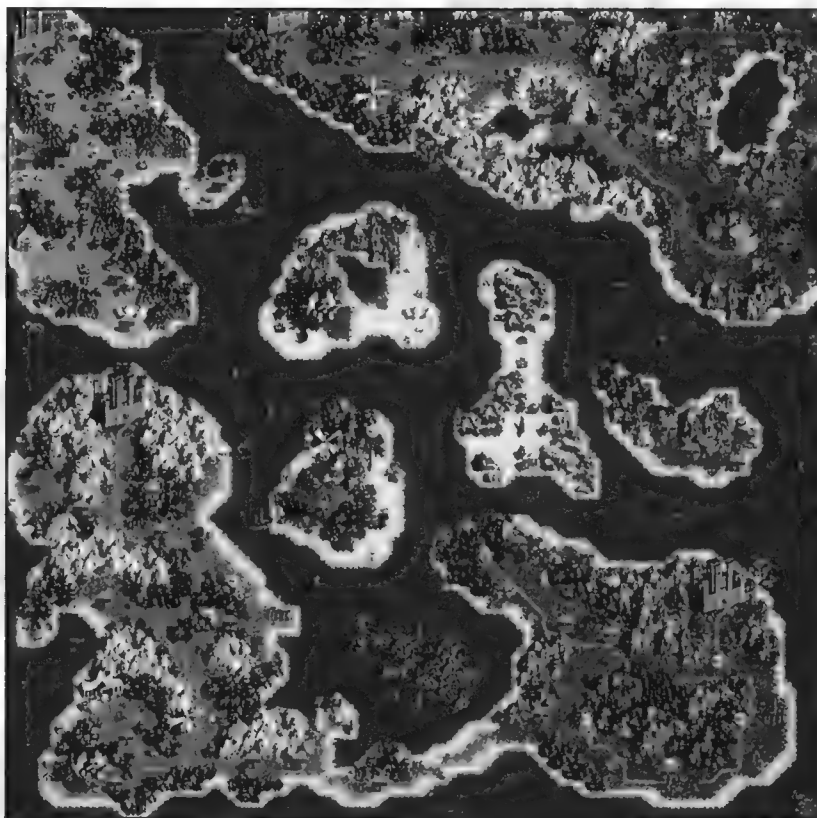
the Sphere of Permanence. You can identify the “true” sphere by its dull gold color. Once you reach it, you will have to fight 26 Gold Dragons before you can pick it up.

The only way to reach the artifact is to enter a series of Two-Way Monoliths. Each time you enter one of the gates, you will be teleported to a different, random gate. Just keep stepping back through the gates until you reach the one next to the Sphere of Permanence.

The only gate in the network that isn't surrounded by impenetrable obstacles is located at the opening of the dragon's “mouth” on the east side of the map. It's guarded by Green Dragons, so make sure your army is strong enough to deal with them and the Gold Dragons guarding the Sphere before you step through.

## Emerald Isles

### *Surface Map*



**Size:** Medium

**Number of Players:** 4

**You May Play:** Any color

**Alliances:** None

**Win Conditions:** Defeat all enemies

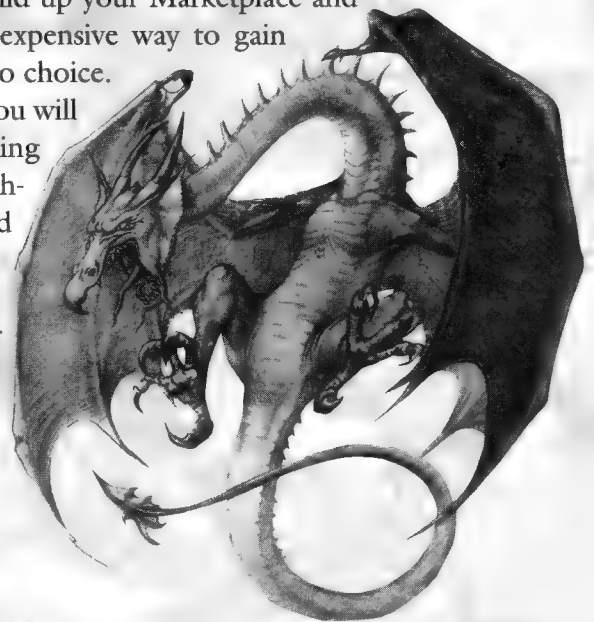
**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The Emerald Isles lie along a major shipping route, which several Barons each seek to control for themselves. You've been chosen to "persuade" the others to give up their claims.

Lack of resources is the main strategic factor on this map. Each player starts on one of four large land masses surrounding a group of smaller islands. Each player has access to Wood and Ore, but not the complete complement of mines. Purple has a clear advantage on this map, starting out in a large corner territory with seven easily defended mines (including a Gold Mine). No other player has early access to more than four mines.

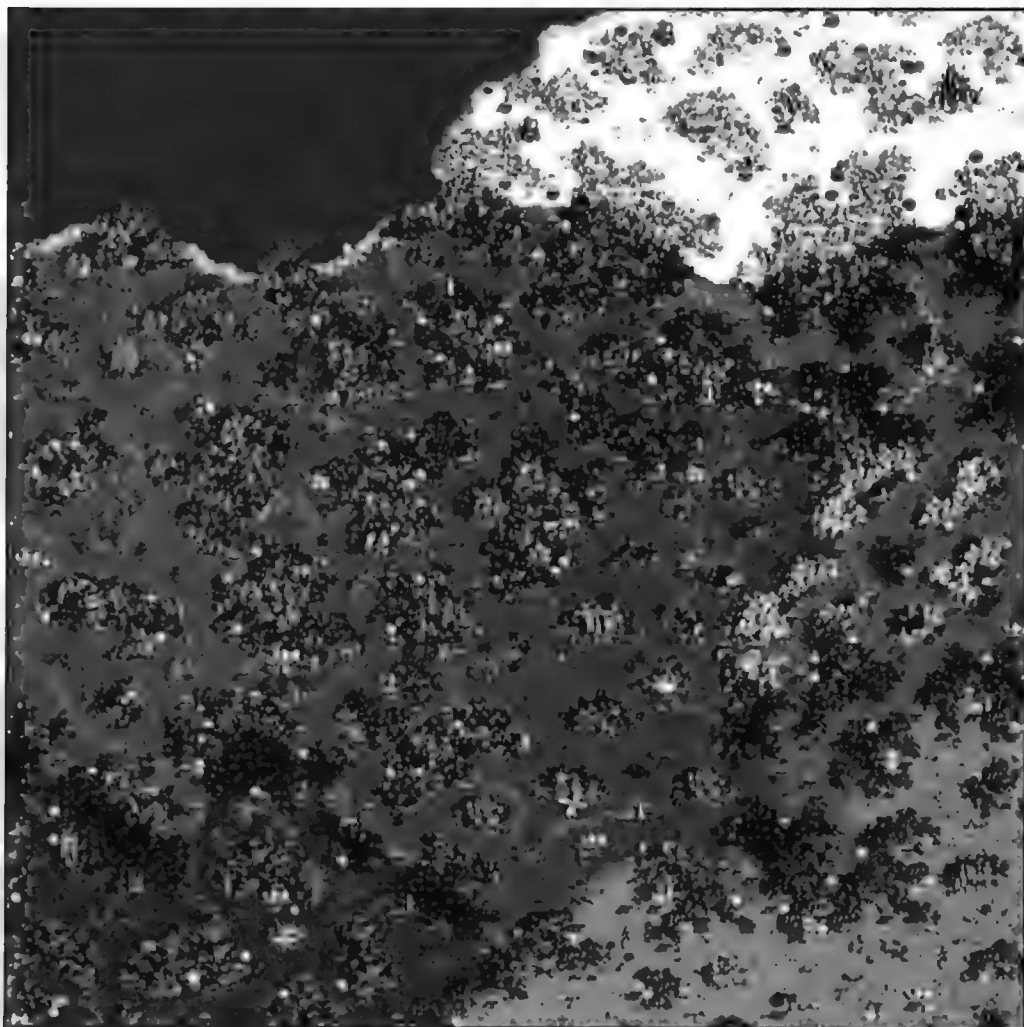
Regardless of which color you play, avoid choosing a starting town that is resource-intensive to develop, like the Tower or Necropolis. The Stronghold or the Rampart are better choices. Because Mage Guilds require a large range of resources to build up, you should concentrate on developing your creature generators and might-oriented Heroes. Also make sure to build up your Marketplace and Resource Silo. Using the Marketplace is an expensive way to gain resources, but in this scenario you may have no choice.

The central islands have some mines, but you will find them expensive to defend. Instead of fighting over them, why not go after one of your neighbors? Win, and you get access to new mines and close a front. Make sure to build the Marketplace in your new town. The more Marketplaces you have, the better your exchange rate.

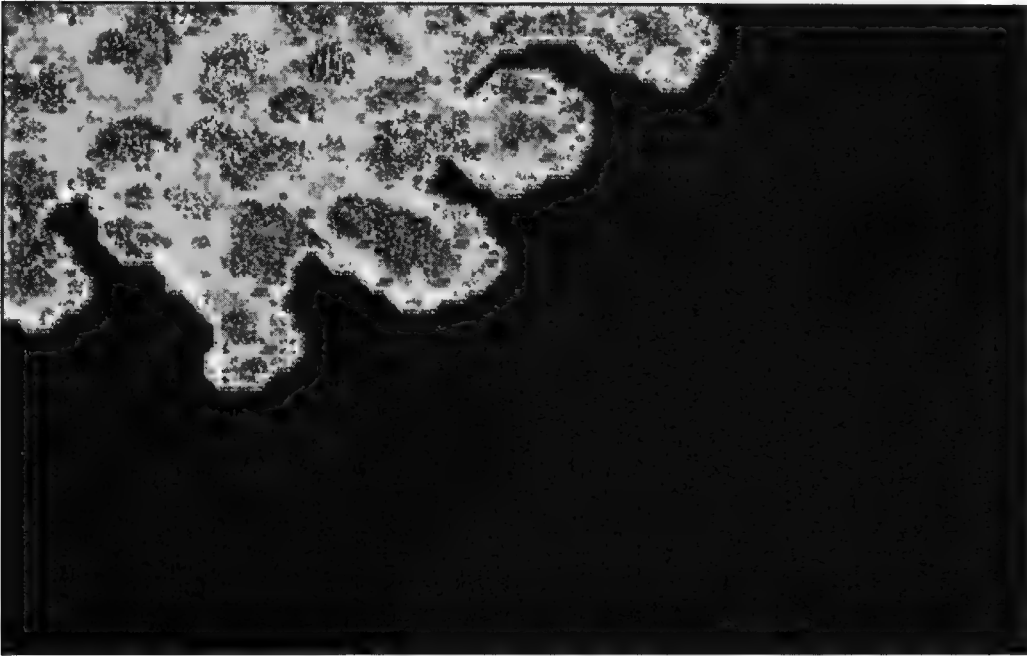


## Free for All

### *Surface Map*



## Subterranean Map



**Size:** Large

**Number of Players:** 8

**You May Play:** Any color

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

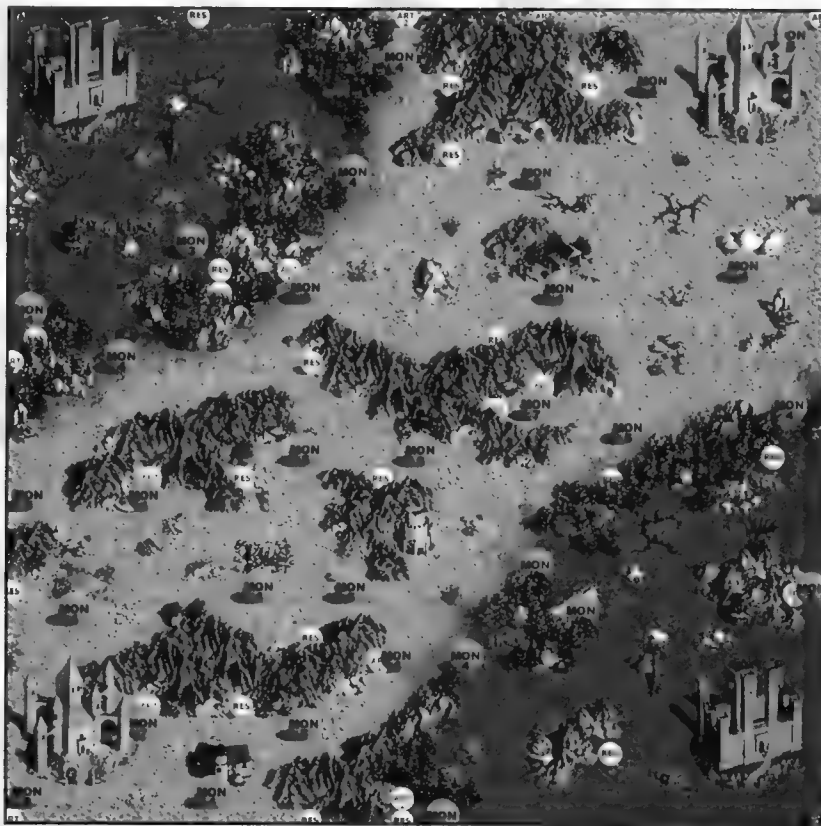
**Scenario:** It's you versus your seven neighbors in this massive free-for-all, but you'll need to convince others to help you, at least until you're strong enough to stand on your own. Perfect for a backstabbing multiplayer game!

The "need to convince others to help you" referred to in the scenario description only applies to a multiplayer game. There are no alliances in place, so in a single-player game you'll fight all comers. Red and Blue, who both begin in the beleaguered center of the surface map, start with four towns each. All other players start with two towns. Teal and Green each start with their backs to solidly blocked corners of the map, so they *may* have an easier time in the early game. All other players start with fronts open to many enemies.

This is an extremely challenging map where holding on to territory is highly problematic. You'll be crushed unless you can consolidate a position along a map edge. Don't count on wandering creatures to shield you from other players; they'll break through to you rapidly. Rather, take the initiative against others to push them back and aim for gaining an early advantage in resource development. Use every trick you know about the AI to turn the computer players against each other and be ready to take advantage when this weakens a neighbor. You'll probably need to take a good handful of calculated risks as you expand. Don't be surprised if they backfire on you—the computer is good at taking advantage of enemies spread too thin. Keeping a few saved game positions is always a good idea, and a *great* one in this chaotic scenario.

## Good to Go

### *Surface Map*



**Size:** Small

**Number of Players:** 4

**You May Play:** Red or Blue

**Alliances:** none

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** To reduce the wars between the various nations, the Emperor has set aside a small region to be used as a battleground to settle the differences between quarreling Lords. Your Castles start fully constructed so that you may concentrate on defeating your opponent. Good luck!

You may play either Red or Blue starting in the northwest or southeast corner of the map. The Orange and Green players control the strip of land in between. Whichever side you play, you begin with an almost completely built town and a large quantity of resources. Orange and Green each start with two Heroes and towns with pre-built, upgraded level 1 to 3 creature generators. This campaign has little to do with resource-collecting, and a lot to do with raw combat.

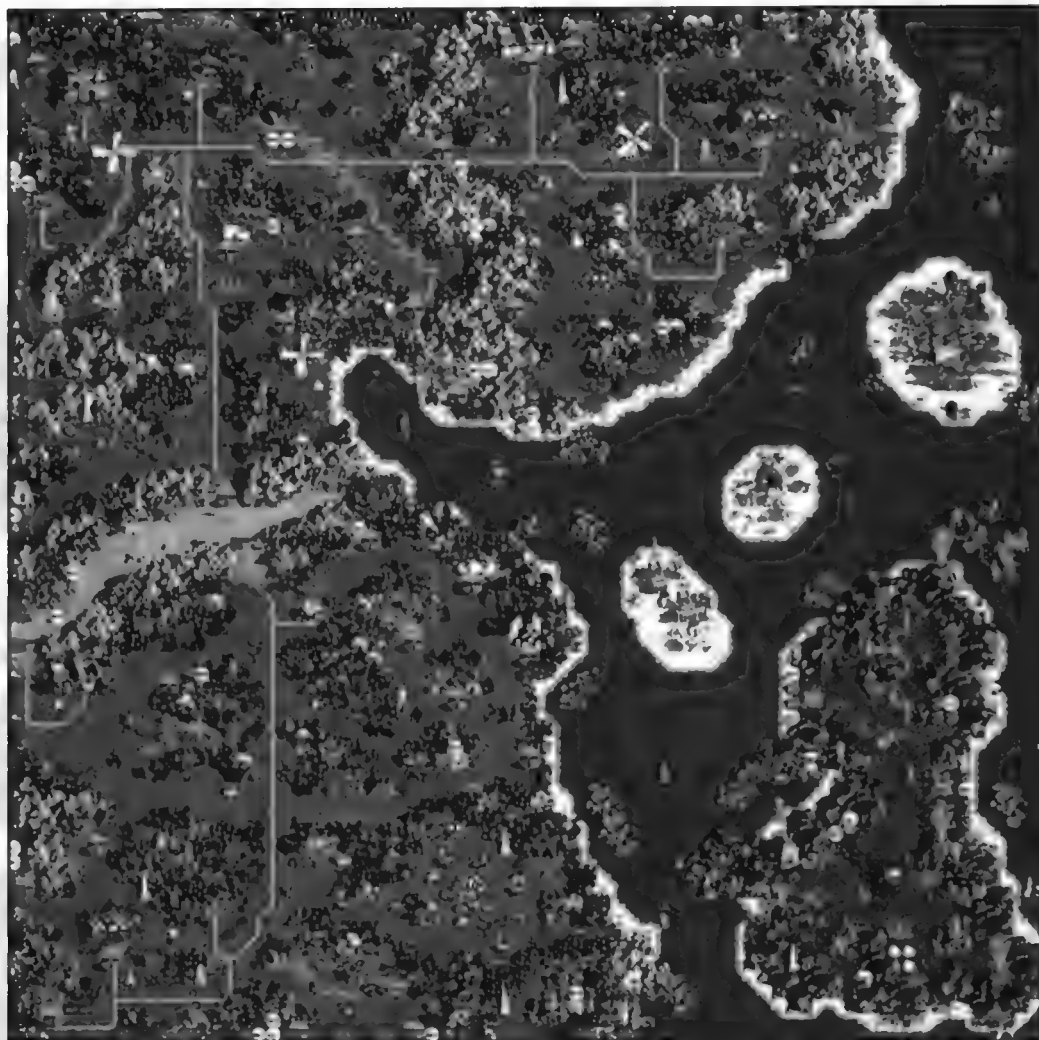
Your opponents are quite powerful, so don't expect them to take too long to reach you. Recruit all your town creatures and give the tough and fast ones to your Hero so he or she can quickly explore the immediate area. You have more than enough Gold and resources, so take experience from treasure chests and don't overly concern yourself with gathering resources. Whatever you do, don't get too far away from your town. You'll most likely need the creatures traveling with your Hero to defend your town during the first week.

If you're playing at the recommended normal difficulty level, the AI will tend to underrate your troop strength when choosing to attack your Heroes or towns. Use this to your advantage and let your enemy hurl its weaker armies at your stronger ones. When you see a really strong army coming, try to meet it at your town to take advantage of its defenses. Your goals should be to maximize your enemies' casualties and to minimize your own. Wait for sure opportunities before taking the offensive. If you spread yourself too thin, your enemies will quickly overrun you on this small and open battleground.



## Island of Fire

### *Surface Map*





## Subterranean Map



**Size:** Medium

**Number of Players:** 1

**You May Play:** Red

**Alliances:** N/A

**Win Conditions:** Defeat monster (Arch Devils)

**Lose Conditions:** Time expires (four months)

**Scenario:** The Devil Memphos and his hordes have taken up residence on the Island of Fire to the southeast. Destroy him before his influence corrupts the entire region.

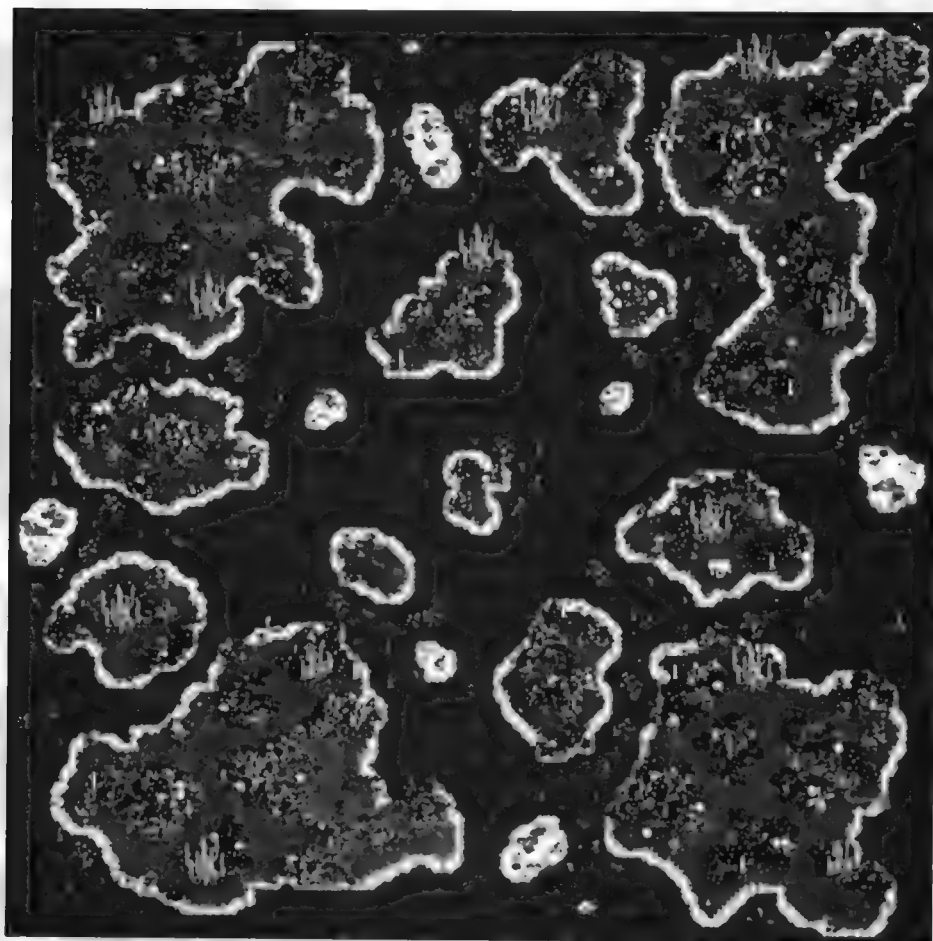
Playing Red, you start out in a Rampart town near the northwest corner of the surface map. To win, you must defeat the stack of Arch Devils located at the north end of the island in the southeast corner. The subterranean layer is limited to a short tunnel that connects the Devils' island to the large land mass. Directly south of your starting town is a Two-Way Monolith that will teleport you directly to the Subterranean Gate leading to this tunnel. Your way to this gate is blocked by a Border Guard Tower. The Tower's password is available at the Keymaster's Tent southwest of your town.

Unlike most maps, this one contains no enemy Heroes. Your only enemy is time. Within four months you must build up an army capable of taking on the Arch Devils. There are 40 of them, and to reach them you must fight at least three smaller groups of lesser Devils. As long as you don't dilly-dally, you should have no problem building up your town to the point where you can build Gold Dragons. Crystal will be the resource in shortest supply, so be sure to build your town's Resource Silo and Mystic Pond early. If you take the neutral Ramparts to your east and south, and the Crystal Cavern near the eastern Rampart, you should have no problem building a supply of Crystal.

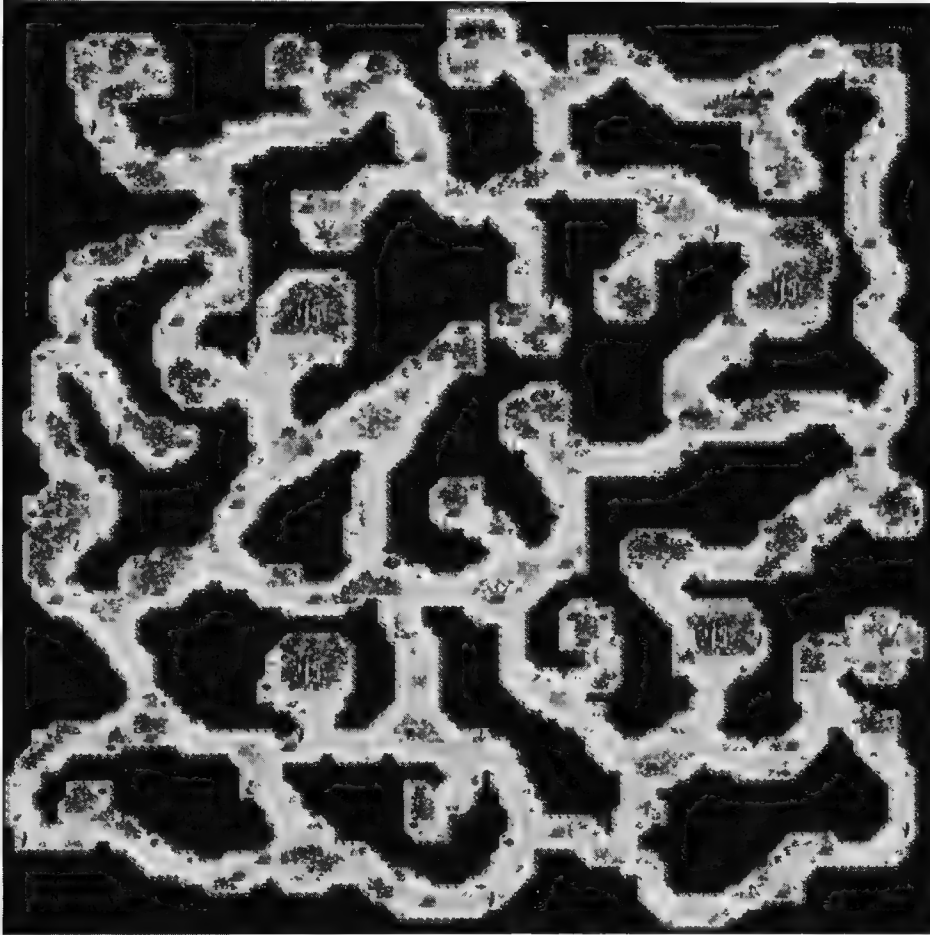
A force of 50 or so Gold Dragons with supporting troops should be sufficient to take on the Arch Devils and their guards.

## Islands and Caves

### *Surface Map*



## Subterranean Map



**Size:** Large

**Number of Players:** 6

**You May Play:** Red, Blue, Tan, or Green

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** You own an island, as do three of your rivals. The King long ago forbade the use of boats to keep you out of trouble, but you have recently discovered a network of caves connecting all the islands. Mass your forces, and destroy your rivals once and for all.

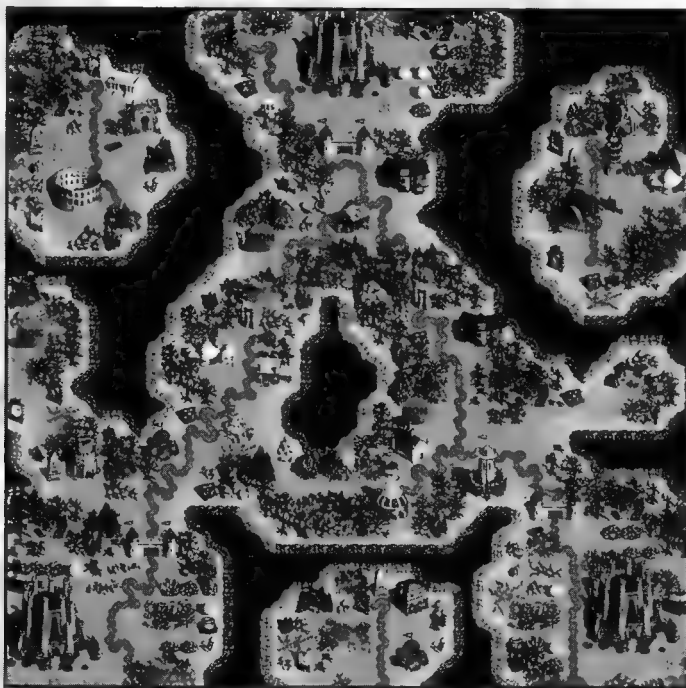
Red, Blue, Tan, and Green each start on one of the larger corner islands of the highly symmetrical surface map. None of the colors have access to a boat or the Summon Boat spell. You'll have to enter your island's Subterranean Gate to reach any other territory through the mazelike passages of the lower level.

As quickly as possible, explore these passageways for other Subterranean Gates. Many lead back to the surface islands containing treasure, mines, and neutral towns. Look for choke points that you can barricade with blocking Heroes to protect your towns, mines, and especially, your home island. As you expand, you'll run into Orange and Purple, who start with lower-level towns.

In the middle of the lower level is a Subterranean Gate that leads to a small surface island with the map's only Shipyard. The player who gets there first will gain an *enormous* mobility advantage. Orange and Purple will take some time to break through the gate's level 6 guardian. Get there before they do—being able to cross the water will make victory easy. For this reason, it's also a good gamble to build up your town Mage Guilds for the chance of gaining the Fly and/or Water Walk spells.

## Judgement Day

### *Subterranean Map*



**Size:** Small

**Number of Players:** 3

**You May Play:** Red or Blue

**Alliances:** None

**Win Conditions:** Acquire artifact (Sword of Judgement) or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** Legend has it that the fabled Sword of Judgement rests somewhere in these caverns. Three Dungeon Overlords have vowed to find it—for he who controls the Sword, controls all.

On this symmetrical, single-layer map, you may play either Red or Blue. Each starts in one of the map's southern corners. Although you can win by defeating the other players, it is much easier to gain victory by finding the Sword of Judgement, which is located in the cavern midway down the west edge of the map. The route to this cavern is entirely blocked by obstacles, so you must approach it via a series of teleporter jumps. The Sword is guarded by 3 to 10 level 7 creatures.

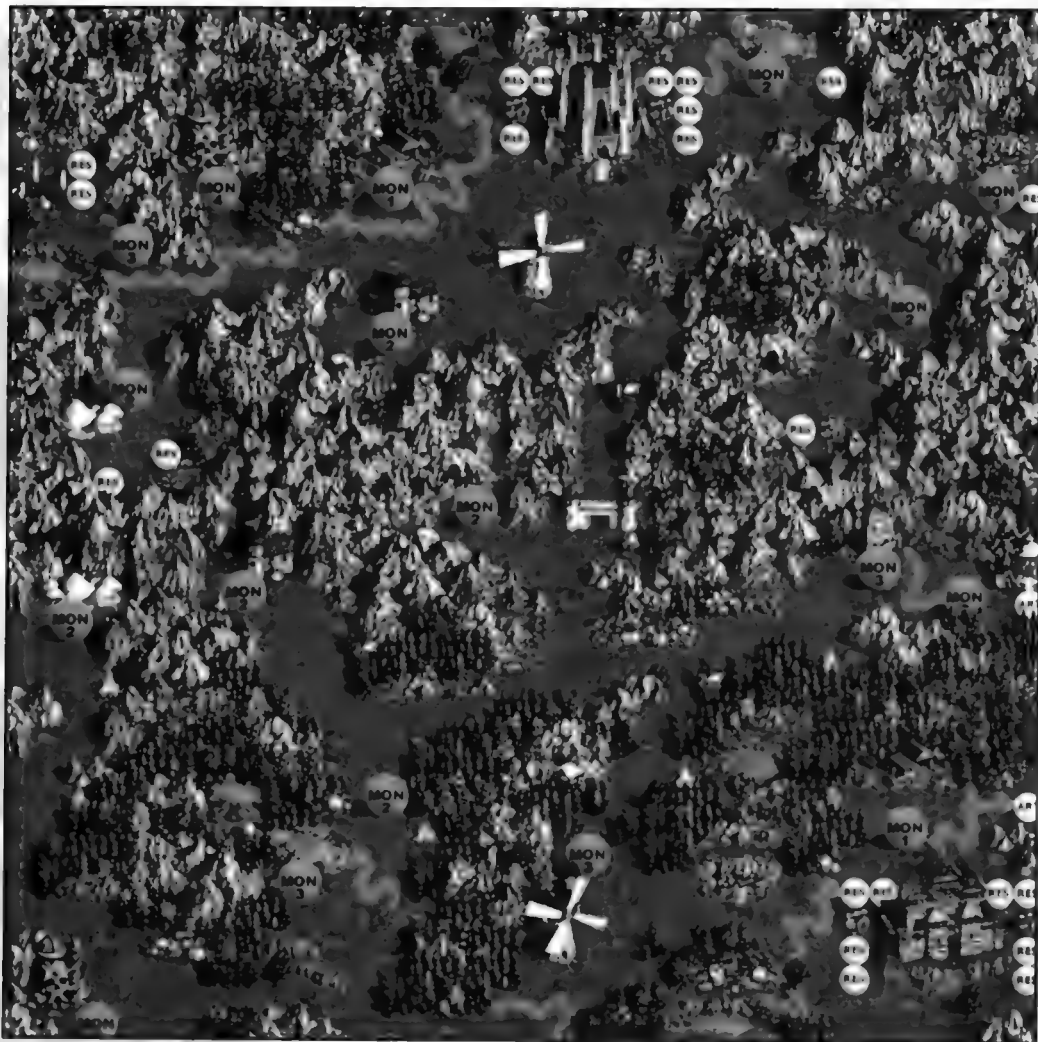
To get to the Sword, you must enter the system of green Two-Way Monoliths north of your starting position. Each time you send a Hero through a Monolith, he or she will be teleported randomly to one of the other three green Monoliths. Keep stepping back into the Monoliths until you reach the isolated cave at the map's northwest corner. There you'll find a One-Way Monolith—the first in a series of three you must pass through to reach the Sword's cavern.

Because the Sword is so easy to reach, you must go after it as soon as you think you can defeat its level 7 guardians. If you develop your town's creature generators, be careful about your resource spending, and conservatively protect your local territory, you should be able to keep your creature production a step ahead of your opponent's.

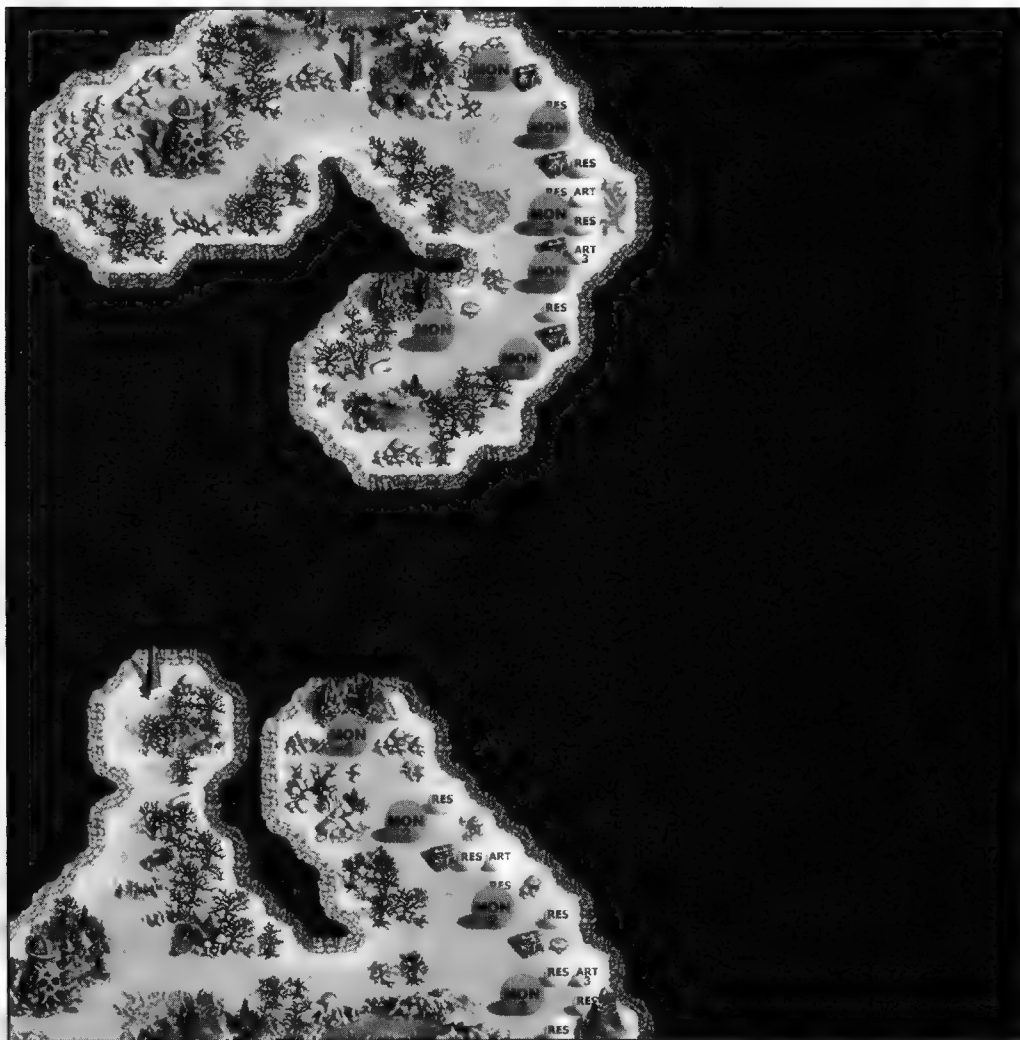


# Key to Victory

## *Surface Map*



## Subterranean Map



**Size:** Small

**Number of Players:** 2

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** A war is about to occur, and the two forces are separated only by a heavily guarded mountain pass.



You play Red, starting in the southeast corner of the small surface map. Your enemy, Blue, is at the map's north edge. You can reach each other through a tight pass penetrating the band of mountains that go across the middle, west to east. The pass is blocked by a red Border Guard Tower. The other attack route is on the subterranean level through a passage blocked by a blue Border Guard. Both the blue and red Keymaster's Tents are in your territory.

Because Blue can't pass either Border Guard, you can decide when direct conflict begins. Resource distribution is balanced, so to ensure victory you should concentrate on gaining a creature generation advantage over your opponent. Develop your town's creature generators in the early game, and build your horde buildings and Castle to gain generation bonuses. Build the strongest Hero possible before you take the battle to Blue's town. Your territory is small enough that a single general can absorb all of your territory's available experience. Have the general tackle all wandering monsters and pick up all treasure chests.

When you're ready to go after Blue, leave one of the Border Guards in place. This way, you only open up a single front and reduce the possibility of your enemy popping up behind you.

## Knee Deep in the Dead

### *Surface Map*





**Size:** Small

**Number of Players:** 2

**You May Play:** Red

**Win Conditions:** Defeat all enemies

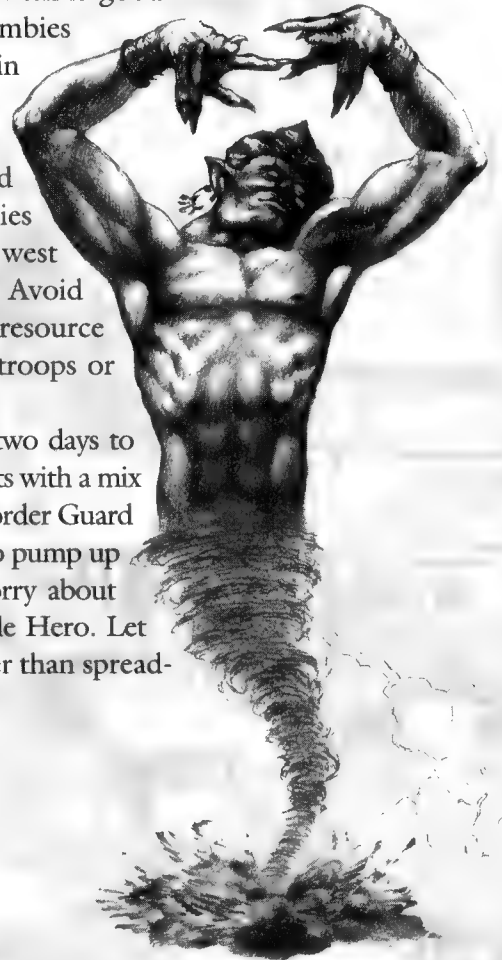
**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** You awaken to a world greatly changed. Zombies are everywhere. You appear to be Knee Deep in the Dead.

You start this scenario with a single Hero, Christian the Knight, and no town. Because you lose the game if you don't have a town for seven days, your first order of business will be to conquer the Castle located in the southwest corner.

Christian begins the game with a decent army, which is good because you'll have to fight several battles against Zombies and Skeletons with few reinforcements. You'll win these battles easily if you carefully avoid losing troops. Use your Archers and Ballista to whittle down the enemy before attacking with your Swordsmen and Pikemen. Your first battle should be with the Zombies directly to Christian's west. After that, continue west through the narrow pass that leads to the Castle. Avoid unnecessary battles and don't get sidetracked into resource collecting. *Do* visit buildings where you can recruit troops or boost your skills, morale, or luck.

Following this advice, you'll reach the Castle with two days to spare. Your enemy, Necrolord—a Necromancer who starts with a mix of magic skills—is to the north, blocked from you by a Border Guard whom only you can pass. You now have plenty of time to pump up before going after him. Because you don't have to worry about enemy attack, you have the luxury of developing a single Hero. Let Christian lead all the battles and take all the treasure rather than spreading experience among two or more Heroes.

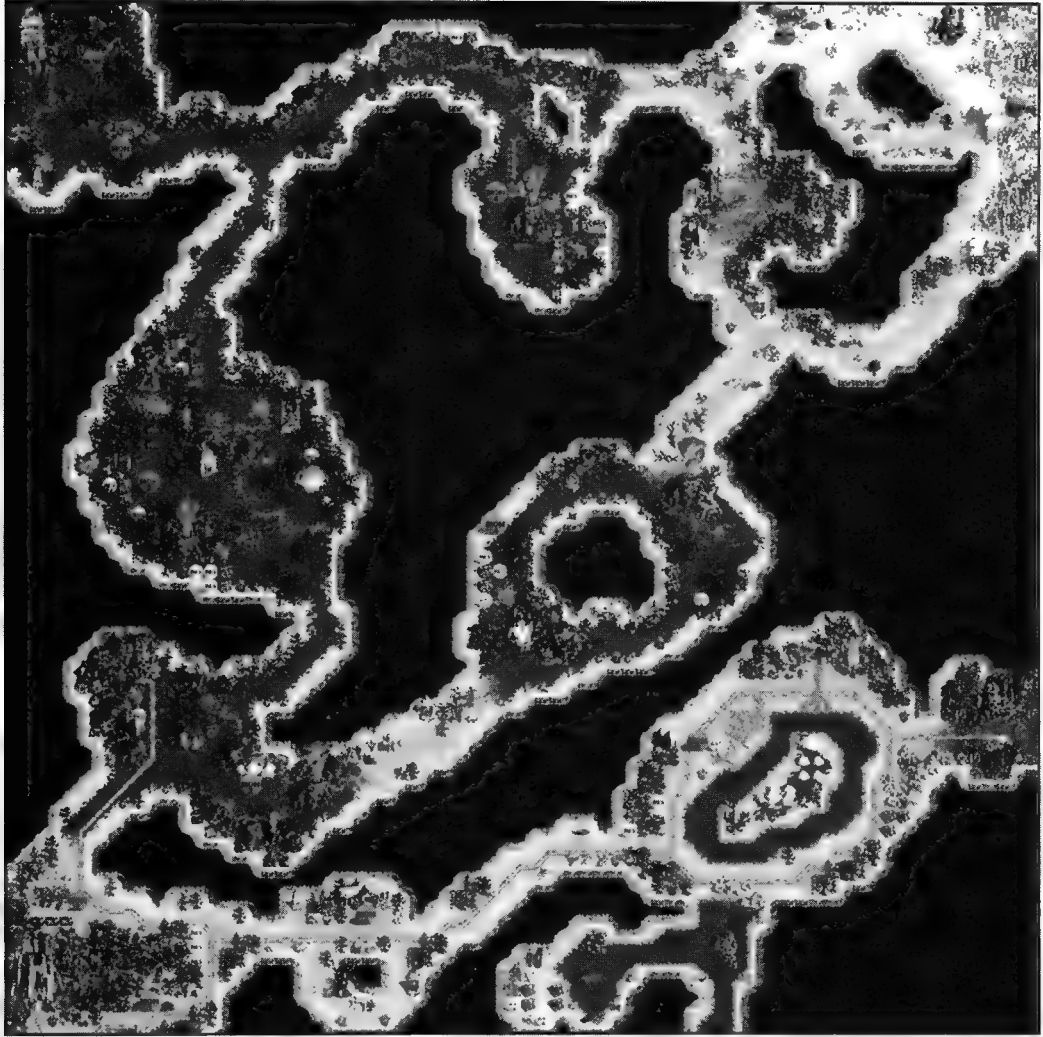


## **Knight of Darkness**

### *Surface Map*



## *Subterranean Map*



**Size:** Medium

**Number of Players:** 4

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Capture town (northwest Necropolis)

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** A terrible Necromancer rules over this land, and the Queen has charged you to destroy him.

As Red, you start in the southwest corner of the surface map. The Tan Necropolis you must take to win this scenario is across the ocean from you in the northwest corner. The northern and southern land masses are connected by underground tunnels that are blocked by Orange and Pink. Because the map lacks boats and Shipyards, your route to victory will take you underground.

Your starting position is relatively isolated and populated with level 1 and 2 monsters, so it'll be easy to expand in the early game. Drive eastward quickly so that you can keep Orange contained on the lower level. Once you get through the eastern Subterranean Gate, you should be able to use the blocking Hero and bucket brigade technique to drive your front to Orange's Dungeon. Take the town and regroup.

Unless Pink is particularly weak, you'll probably want to head north to its Inferno town due north of Orange's (former) position. It should be relatively easy to consolidate your hold of the lower level before going up into Tan's territory through the Subterranean Gate in the northeast corner. Continue your march westward toward the Necropolis. If you carefully prevent Tan from making an end run around you, marching a massive siege army to his gates should be no problem at all.

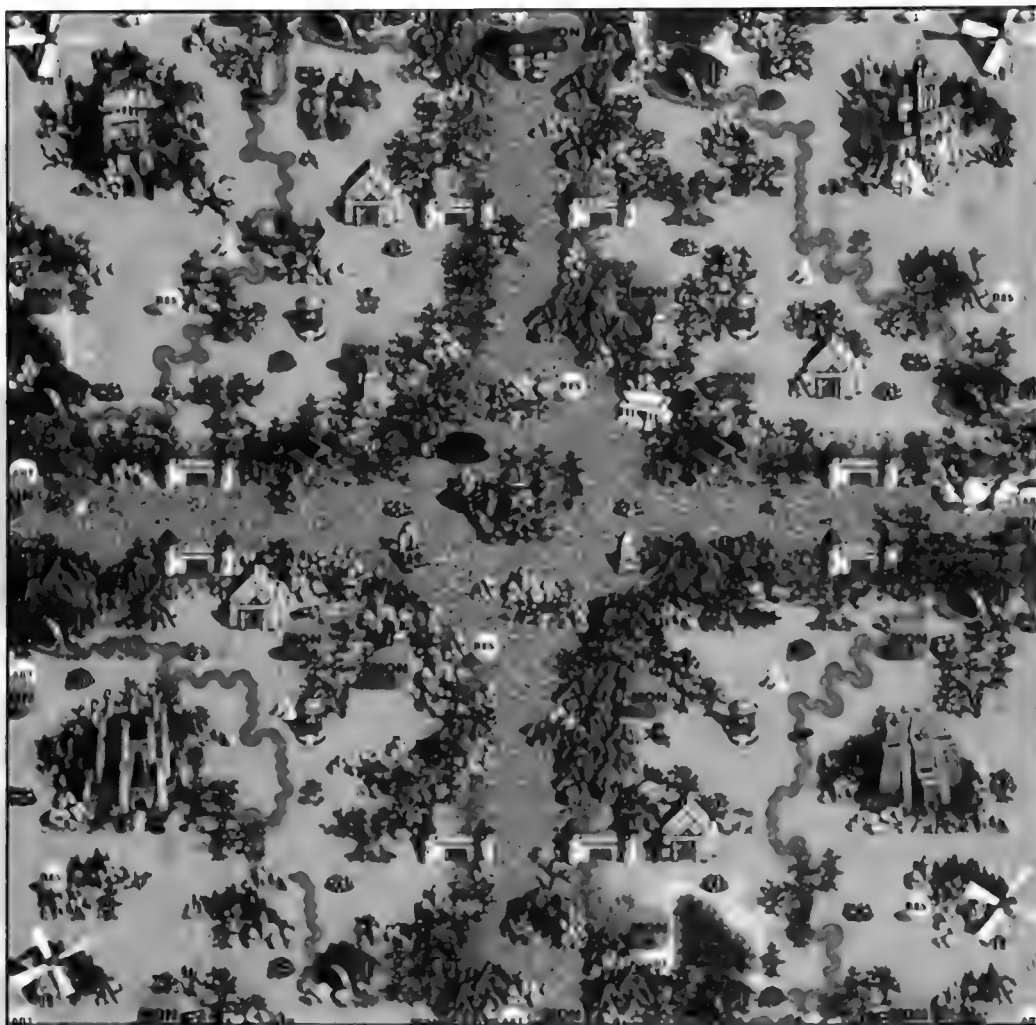


# Manifest Destiny

## *Surface Map*



## Subterranean Map



**Size:** Small

**Number of Players:** 8

**You May Play:** Any color

**Alliances:** None

**Win Conditions:** Flag all mines or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The neighboring lands have become increasingly crowded. Only one kingdom is fit to rule the others. It's time to show the other petty nobles it is your manifest destiny to rule this land.



This is the most balanced map in the game. Each player starts in a corner of either the surface or subterranean level. Around each town is a square area surrounded by mountains. Each mountain barrier is guarded by two occupied Garrisons. The resources, wandering monsters, and locations within all players' squares are identical. The two levels are connected by a single Subterranean Gate at the map's center. At the middle of each edge is a mine. To win, you must either flag all eight mines or defeat all of your enemies.

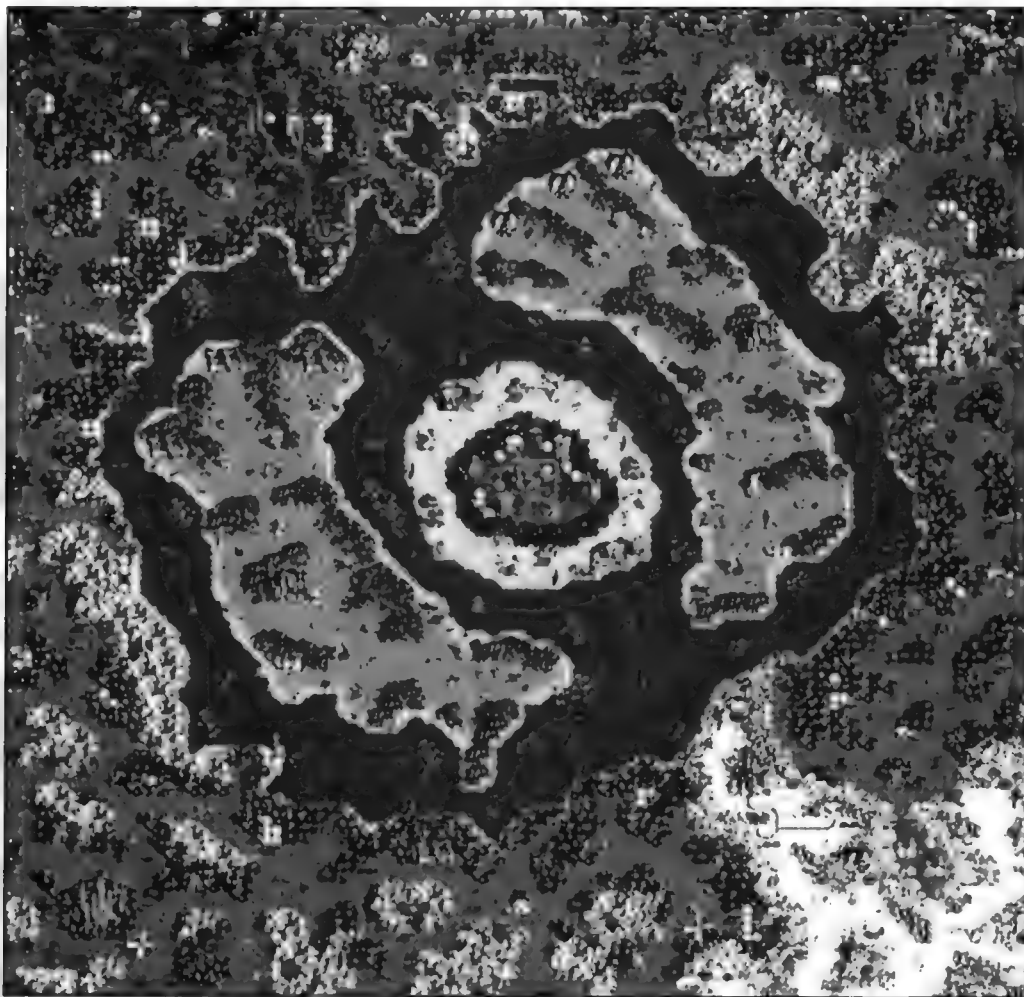
Because things are so balanced, the key to winning this map is getting an early edge over your opponents. How does taking the territory of one of your neighbors during week one sound? Start your first turn by building a new creature generator in your town. Recruit all of the creatures available and pass them to your starting Hero. Move your Hero a small distance away from the town gate. Go back to town and recruit a second Hero. Have this Hero trade his or her troops to your first Hero. Take the first Hero and move him as far as he'll go toward one of your territory's Garrisons.

When you get to the Garrison, take all of the creatures guarding it and add them to your Hero's army—which should now be pretty sizable. Jump across the gap to your nearest neighbor's Garrison and attack. You should win easily. Drive directly to your neighbor's town and take it. After the player is eliminated, run back through the Garrison you fought and place the Hero in position to guard the path leading to the Empty Garrisons. Now you have two towns, which will give you a development advantage. This should allow you to field armies capable of overwhelming the other players on your starting level before you jump through the Subterranean Gate with a super general.



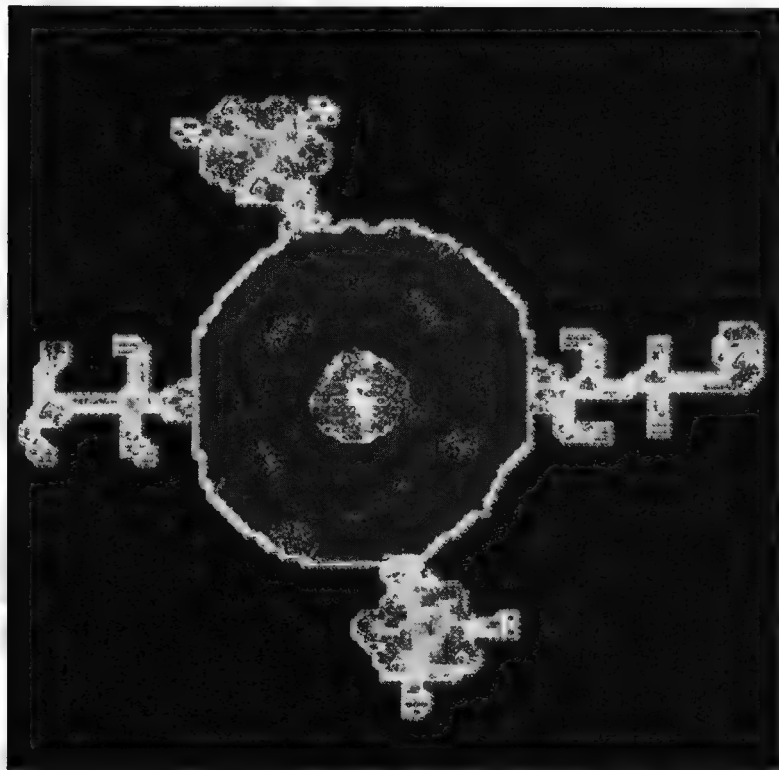
# Middletown

## *Surface Map*





## Subterranean Map



**Size:** Large

**Number of Players:** 4

**You May Play:** Red or Blue

**Alliances:** None

**Win Conditions:** Capture town (Middletown) or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The land of Carpatha has always been in turmoil, but what it really needs is a capital to put an end to all the chaos. Take the middle city and build it up to a capital, or defeat all other players to win the game.

In this scenario, you start in either the northwest (Red) or southeast (Blue) corner with the goal of taking Middletown, which is located on an island in the center of the surface map. Between you and the island lie Orange and Green, each located on one of the kidney-shaped islands bracketing Middletown's island. There are two properties of this scenario that you should know if you want to win it easily. First,

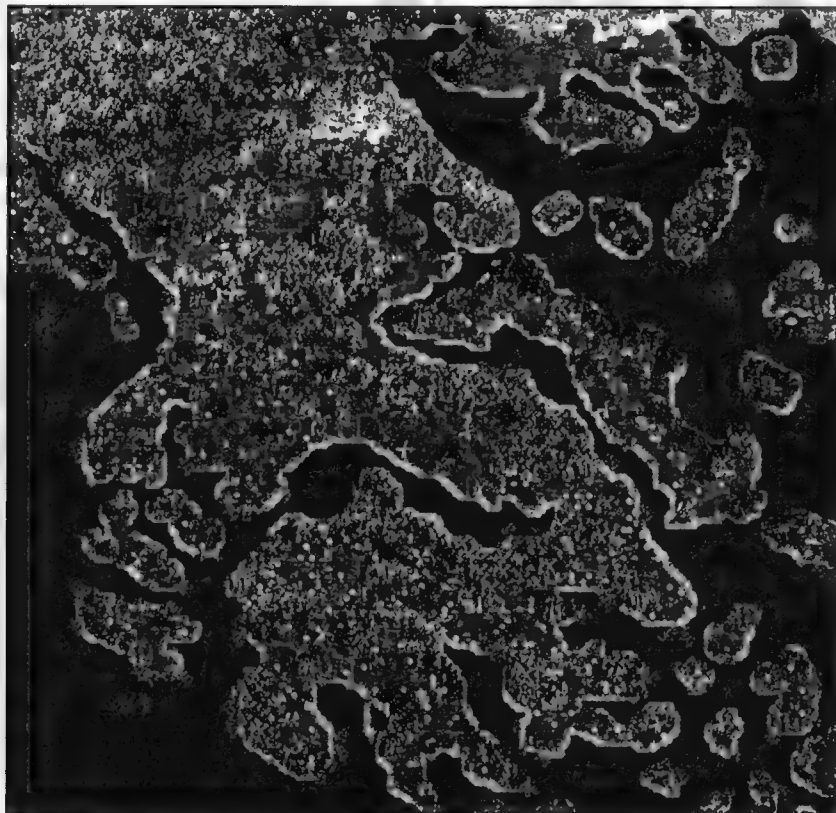
the computer can't win by taking Middletown—that's a victory condition only the human players can meet. Second, for both Blue and Red there's an easy underground route that allows you to reach Middletown with relative ease.

Just west of Blue's town and directly next to Red's town are Subterranean Gates. To reach these gates, either player must fight level 3 and 4 creatures. Very near the underground gate exits are boats that can be used to reach the small island in the middle of the subterranean map. To land on the island, you must fight either a Garrison force of Pit Lords and Horned Demons, or a level 7 creature. Before you land, select the weaker group to attack by checking their right-click information.

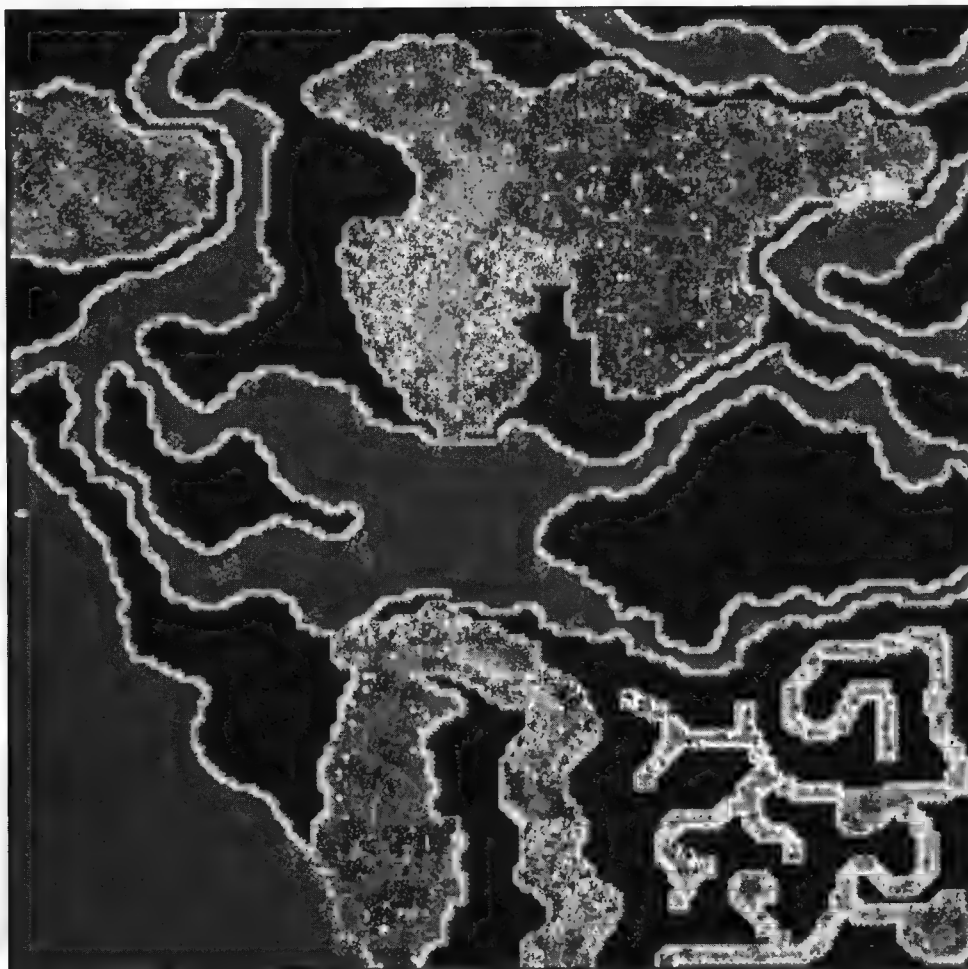
Any army you build that can make it through this gauntlet should have no problem passing through the island's Subterranean Gate, pummeling the level 4 creatures blocking the path to Middletown, then taking the town.

## Myth and Legend

### *Surface Map*



## Subterranean Map



**Size:** Extra large

**Number of Players:** 8

**You May Play:** Green, Orange, Purple, Teal, or Pink

**Alliances:** None

**Win Conditions:** Acquire artifact (Titan's Cuirass)

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** You are a god. Scaring mortals, granting wishes, and generally mucking about Greece has been great fun—but, as with all fun, it eventually turns to boredom. Fortunately, Autolycus has provided you and the other gods with some amusement. He has stolen the Titan's Cuirass and you must find it first.

Play on this map represents an epic quest in mythological Greece. Heroes and towns are named after people and places of legend. To win, you must recover the Titan's Cuirass from the subterranean level. Each player on this enormous map starts with two towns. Teal, way up at the north edge of the surface map, has the best starting position. It's both isolated and within striking distance of the Whirlpool you must travel through to reach the Cuirass. All the other colors you can play are either much farther from the Whirlpool or start surrounded by hostile company.

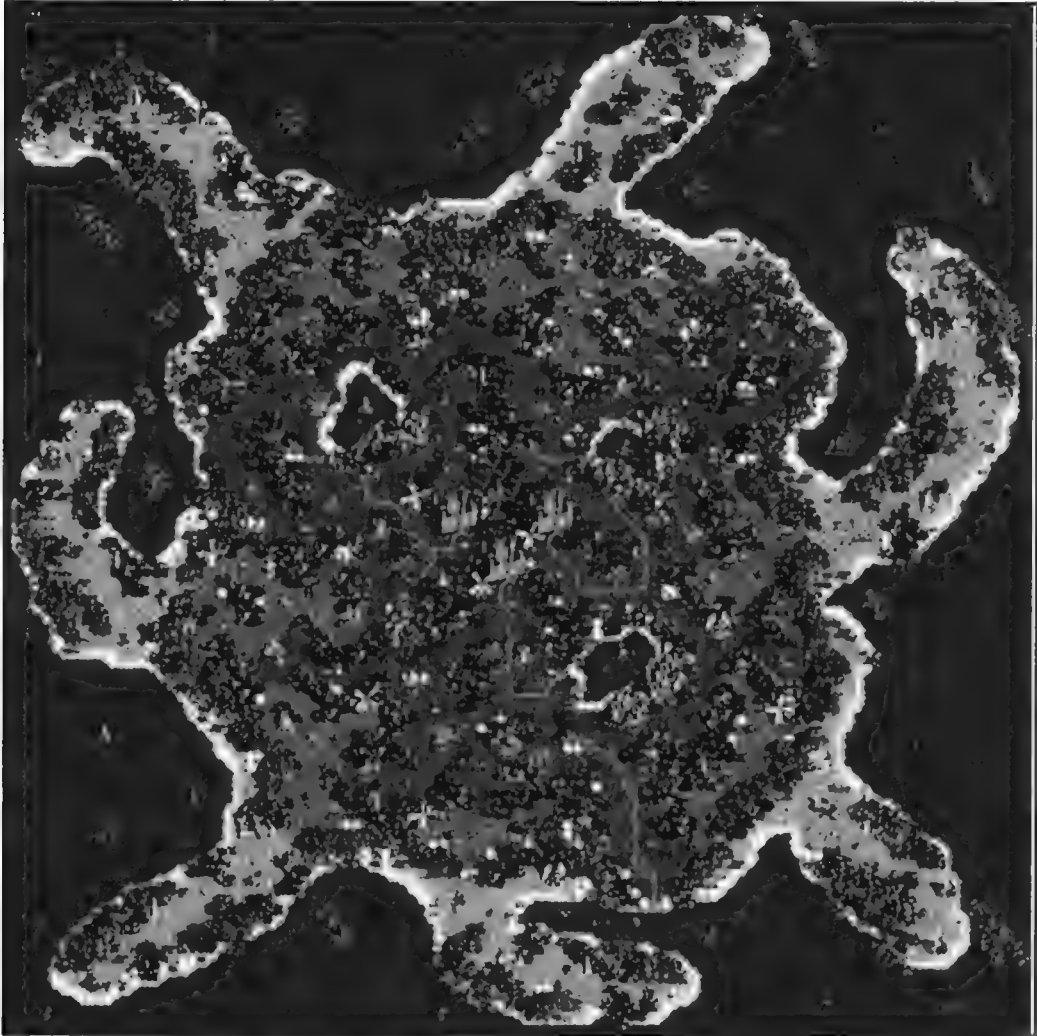
Before you go to recover the Cuirass, build up a very large army. You must travel a very long way across the lower map with little opportunity for reinforcement. Many of the monsters along your route won't flee or offer to join you. Be prepared to face combats with such foes as 150 Wyverns and large numbers of level 4 to 6 creatures. You can't wait too long to begin your quest, however—the computer player, Tan, starts fairly close to the Cuirass.

To reach the Cuirass, start by taking a boat through the Whirlpool located halfway down the east edge of the surface map. This drops you into the sea in the southwest of the subterranean level. Follow the coast southeast to a landing point on the grassy area at the southern end of the sea. Head north from your landing point until you reach the middle sea. Take the boat there straight across and land at the mouth of the sandy canyon directly to the north. Keep heading north until you reach the Two-Way Monolith at the north edge of the map. You must pass through a series of these gates (you'll see the next gate in the series near each teleporter exit point) until you reach the volcanic area at the northwest corner. The level 7 creatures in the northwest corner of this region hold the Cuirass. Fight them to gain your victory.

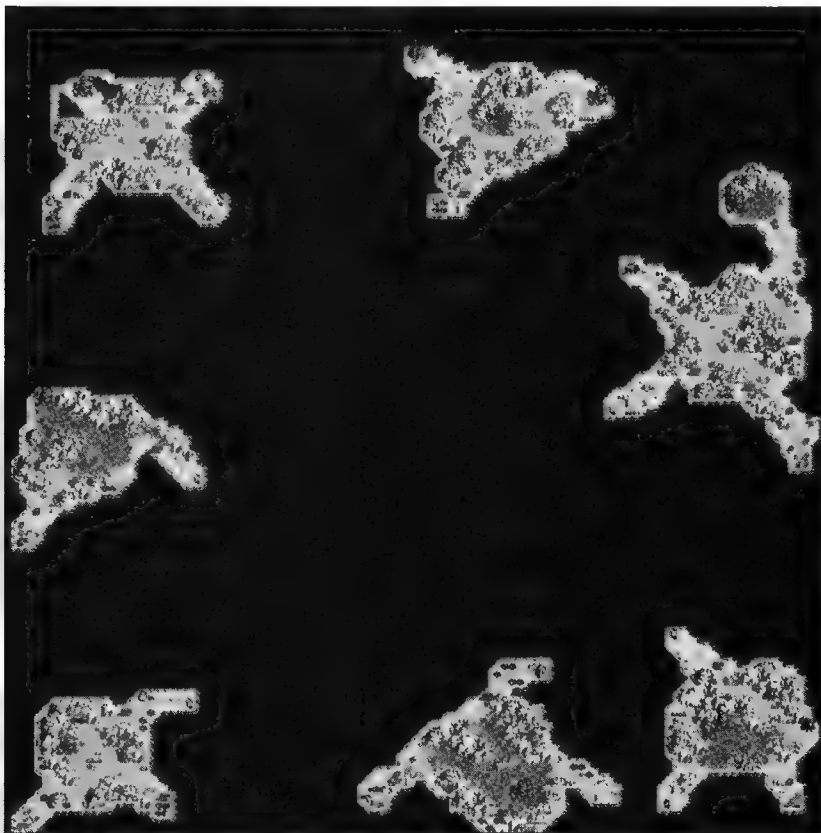


# Noah's Ark

## *Surface Map*



## Subterranean Map



**Size:** Large

**Number of Players:** 3

**You May Play:** Red or Blue

**Alliances:** None

**Win Conditions:** Flag all creature dwellings or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The key to controlling the Land of Elehabar are the generators on the coast. Take all the generators, or defeat your opponents to win the map.

Three Castles are clustered together in the center of the surface map and each player—Red, Blue, and Tan—has control of one. Each of the island’s seven “tentacles” has two creature generators on it. To win, you must either take out your enemies, or hold *all* of the generators. Although it may be easiest to win by accomplishing the former, it’s definitely worth going out to flag the generator buildings. As well as taking you down the road toward meeting the special victory condition, there are many other benefits to be gained by visiting the edge of the island.

Each tentacle also has a Subterranean Gate that leads to one of seven underground caverns. The caverns contain different things, and they’re all worth exploring. Some are loaded with treasure. Others have large numbers of creatures that will always offer to join your Heroes (you can identify these creatures because they’ll be located in tight groups of identical monsters). Red has the easiest access to its nearest tentacles and has a further advantage in that the cavern it accesses is linked to others via Monoliths. The Blue and Tan players’ nearest tentacles are guarded by Garrison buildings.

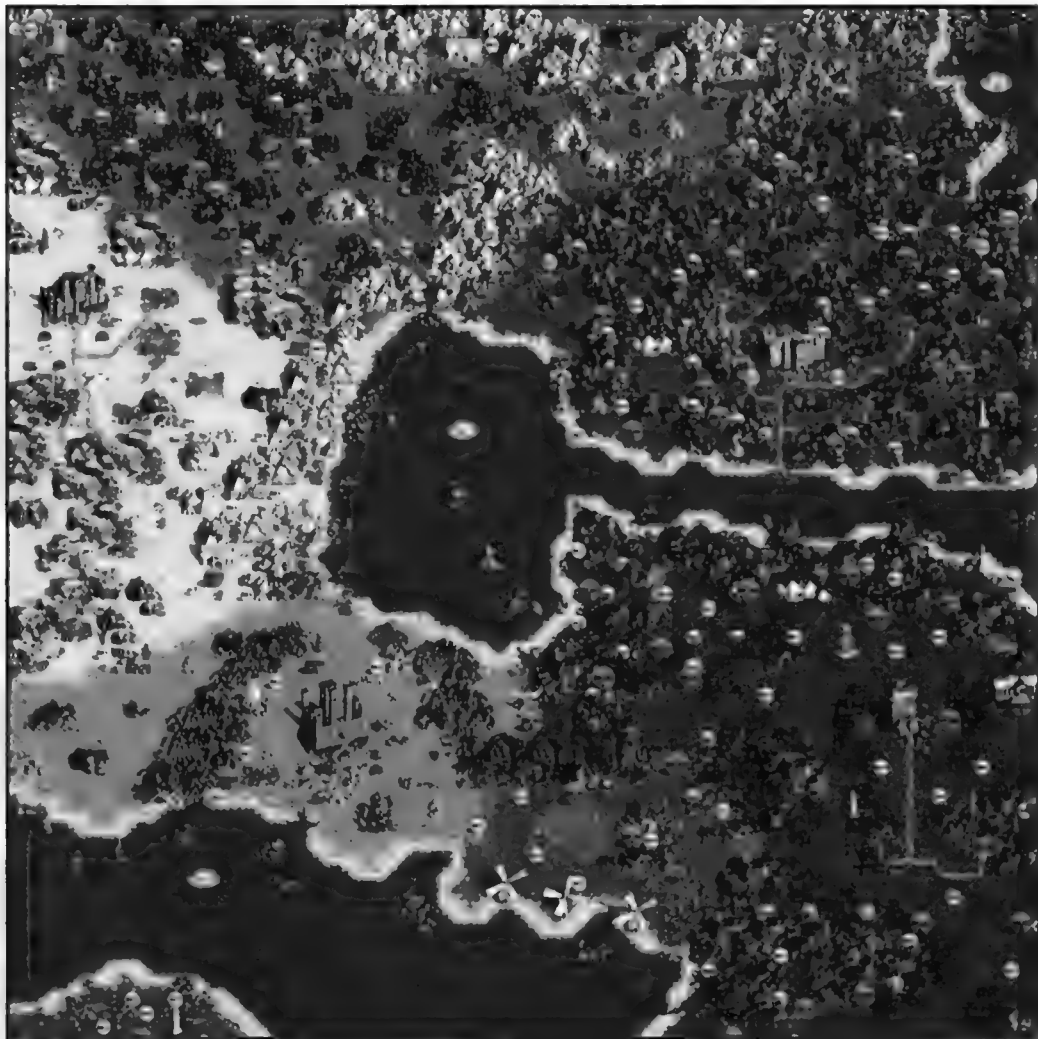
If you get enough of a resource advantage, you can bring things to a quick close by building a powerful army and going after your opponents’ towns. Be careful. Because the towns are so close together, the AI will be aware of your presence and protect its towns with powerful forces.





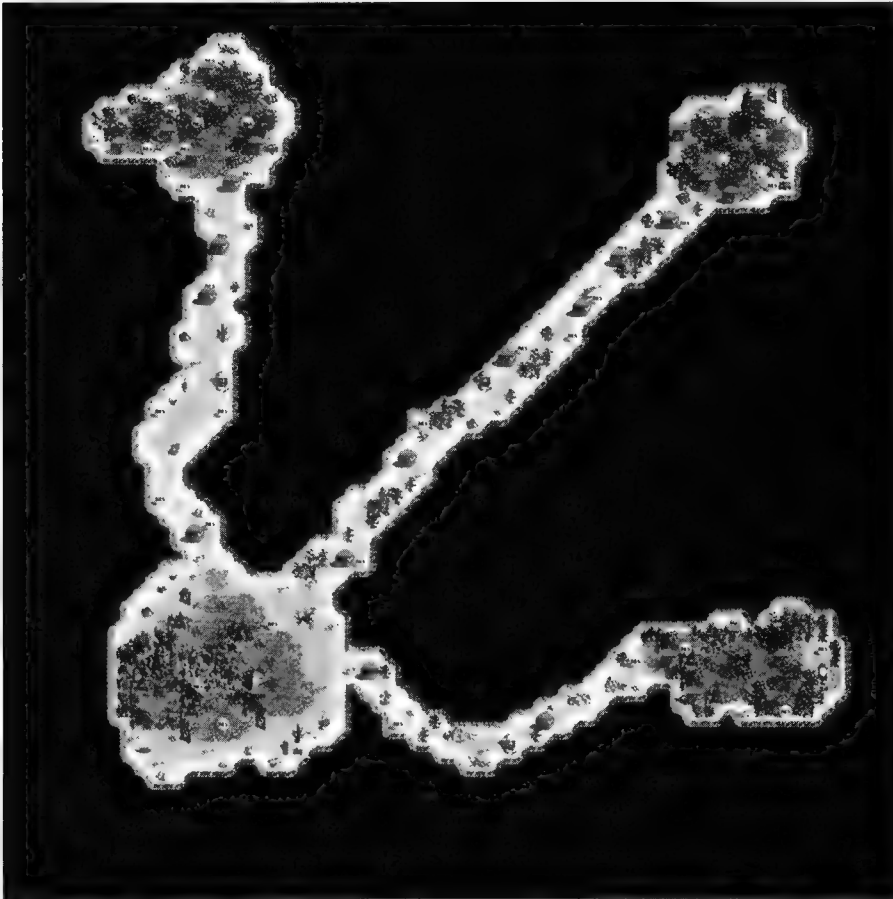
# Overthrow Thy Neighbors

## *Surface Map*





## Subterranean Map



**Size:** Medium

**Number of Players:** 3

**You May Play:** Any color

**Alliances:** None

**Win Conditions:** Flag all mines or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The good, the bad, and the overcrowded.

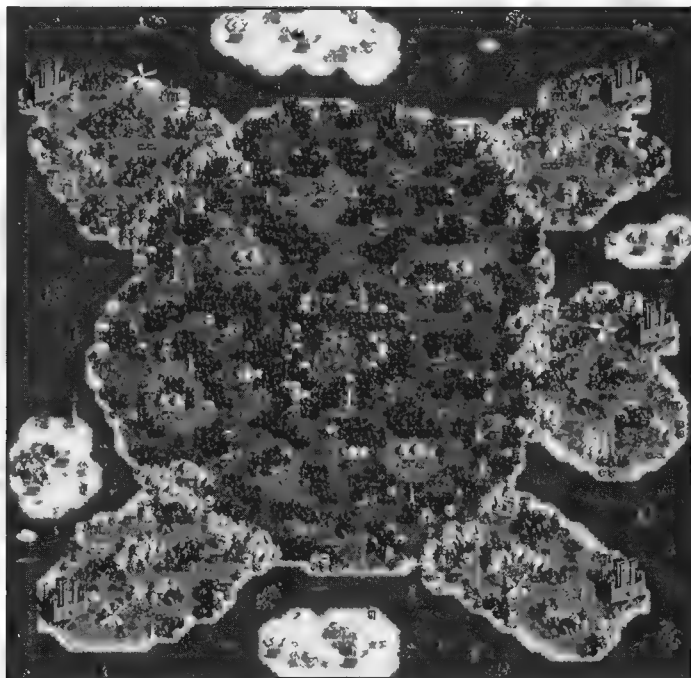
Although it's possible to win this map by meeting the "flag all mines" victory condition, you should play it as if you were trying to defeat your enemies. The quantity and distribution of mines on this map means that before you can possibly control them all, you'll almost have to eliminate the other players entirely.

The lower layer is reachable via a Subterranean Gate located at the southwest bend of the large surface landmass. The subterranean tunnels contain a large quantity of loose resources and treasure guarded by monsters that get increasingly tough the further you get away from the gate. Next to the gate is a neutral town guarded by four Black Dragons. Red, which starts nearest the gate and has good access to mines close to its starting town, has an advantage on this map.

Whoever you play, you should aim to clear out the treasure on the lower levels and take the neutral town. Accomplishing either, or preferably both, will give you a considerable production advantage over your opponents. You can use the blocking Hero technique to keep the computer opponents from approaching the gate area until you're able to take on the Dragons and clear out the lower level. You'll want to build up a second Hero to guard your borders. If you can protect both the gate and your starting territory, you should be able to force the computer opponents to attack each other.

## Peacemaker

### *Surface Map*



**Size:** Medium

**Number of Players:** 5

**You May Play:** Any color

**Alliances:** None

**Win Conditions:** Capture town (Sharath)

**Lose Conditions:** Time expires (four months)

**Scenario:** The Elven city of Sharath has become hostile to the surrounding Lords after the sixth border dispute in the last month. Take over Sharath to end the dispute.

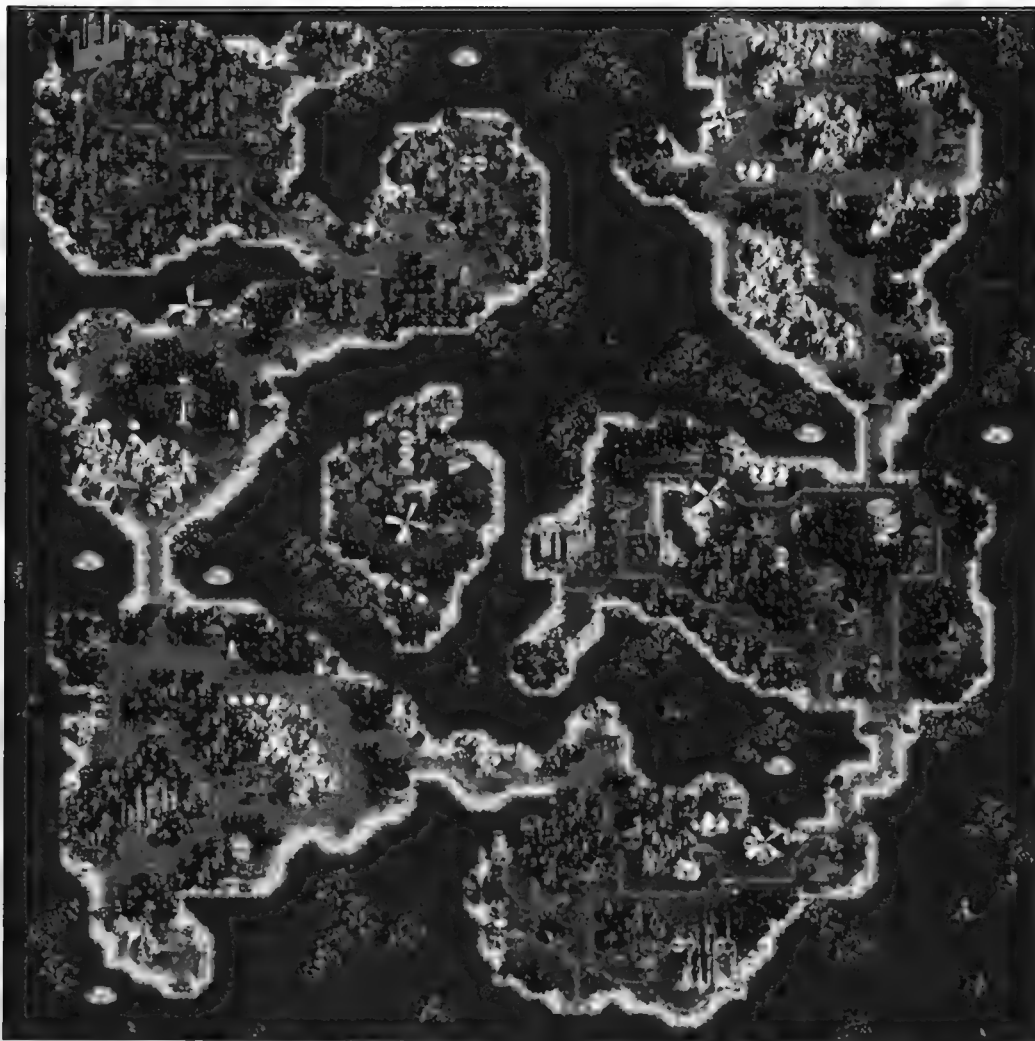
You can play any of the five sides involved in this very evenly balanced race to capture the city of Sharath, which is located in the middle of the island. Each player starts on one of the main island's five "ears." Because they have the least crowded starting positions, Red and Blue enjoy an initial advantage. Green, which is closely neighbored by both Orange and Tan, faces the biggest challenge. Near each player's starting position is a Shipyard. You should buy a boat at your local Shipyard early on to gain mobility and to allow you easy access to the small islands and to items on the main island's shore.

This map is resource-poor, so you'll have to be careful about what you build. All players except for Green will find the full set of mines either on their ear or within a few tiles of it toward the middle. Flag these mines and use a general to guard them. Get your town producing creatures, and use a troop transport Hero to pass enough onto your guarding general so that he or she remains powerful enough to deal with enemies trying to get your mines.

To reach Sharath, you must pass one of two pair of Border Guard Towers, either the blue and green pair to the west, or the red and tan one to the east. A Keymaster's Tent is located on each of the outer islands (green/north, blue/west, red/south, and tan/east). The green, blue, and red tents are guarded by level 3 monsters. Tan's guard is level 4. The red tent *can* be reached by boat without meeting its guardian, so it may be easier for you to go for the red/tan pair. Build up a second Hero capable of getting the passwords. As soon as you do, send the general guarding your mines against Sharath.

# Pirates!

## Surface Map



**Size:** Medium

**Number of Players:** 5

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

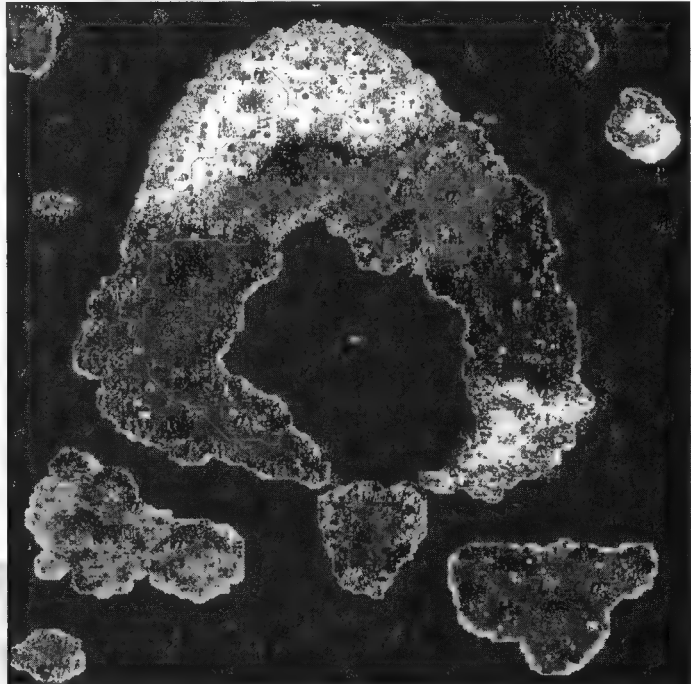
**Scenario:** Islands in the Sea of Prosperity are home to some vicious pirates. You've been sent with a small contingent of troops to take one of the Castles and establish a base with which to cleanse the region of these accursed Corsairs.

You start this scenario with one Hero and no town. Because you lose if you don't have a town for seven days, you should make haste to reach the neutral town just north of your starting position. It isn't that far away, so you have time to visit the beneficial locations along your route. Nearby creature generators allow you to recruit Pegasi and Centaurs. Don't spend too much time exploring however. Take the town and start building it up—you *do* have four opponents to deal with, and it won't take them long to start invading your territory.

After you take the town, follow a basic strategy of exploration and expansion. Because so much of this map is water, make sure to send a Hero back to your starting position to reclaim the boat you arrived on. Expand either across the water to the east (against Tan) or down the land to the south (against Orange). If you can take either of your direct neighbors, you'll consolidate territory along an edge and avoid opening multiple fronts.

## Race for Ardintinny

### *Surface Map*



## Subterranean Map



**Size:** Extra large

**Number of Players:** 5

**You May Play:** Any color

**Alliances:** None

**Win Conditions:** Capture town (Ardintinny)

**Lose Conditions:** Time expires (six months)

**Scenario:** You and four other Lords covet Medallion Bay, a profitable trade route. You must take control of Ardintinny, the town controlling Medallion Bay before your opponents can or before six months go by.

Ardintinny, a Rampart town, is located in the dirt area surrounded by mountains near the north end of the large, crescent-shaped island. The only access to the area is through the Two-Way Monolith located on the small island blocking the mouth of the crescent's bay. In each of the player's starting territories is a black One-Way Monolith that leads to the small island.

Don't be in too much of a hurry to jump through the gate to Ardintinny. The town starts well guarded by the full complement of Rampart creatures, including 15 Green Dragons and 25 Unicorns. You may want to create a powerful Hero to guard the small island, thus denying your enemies access to the gate to Ardintinny. You can keep this Hero pumped up by using troop transports to bring in freshly generated troops. Once you've got your town built and your creature production humming along, you should be rapidly outproducing Ardintinny.

Load your general up with a few weeks' worth of creature generation and go for Ardintinny. Remember to save your game before you do this. If you lose the siege battle, you'll find it difficult to rebuild a new army to try again before one of your opponents sends through *its* army to accomplish what you failed to do.

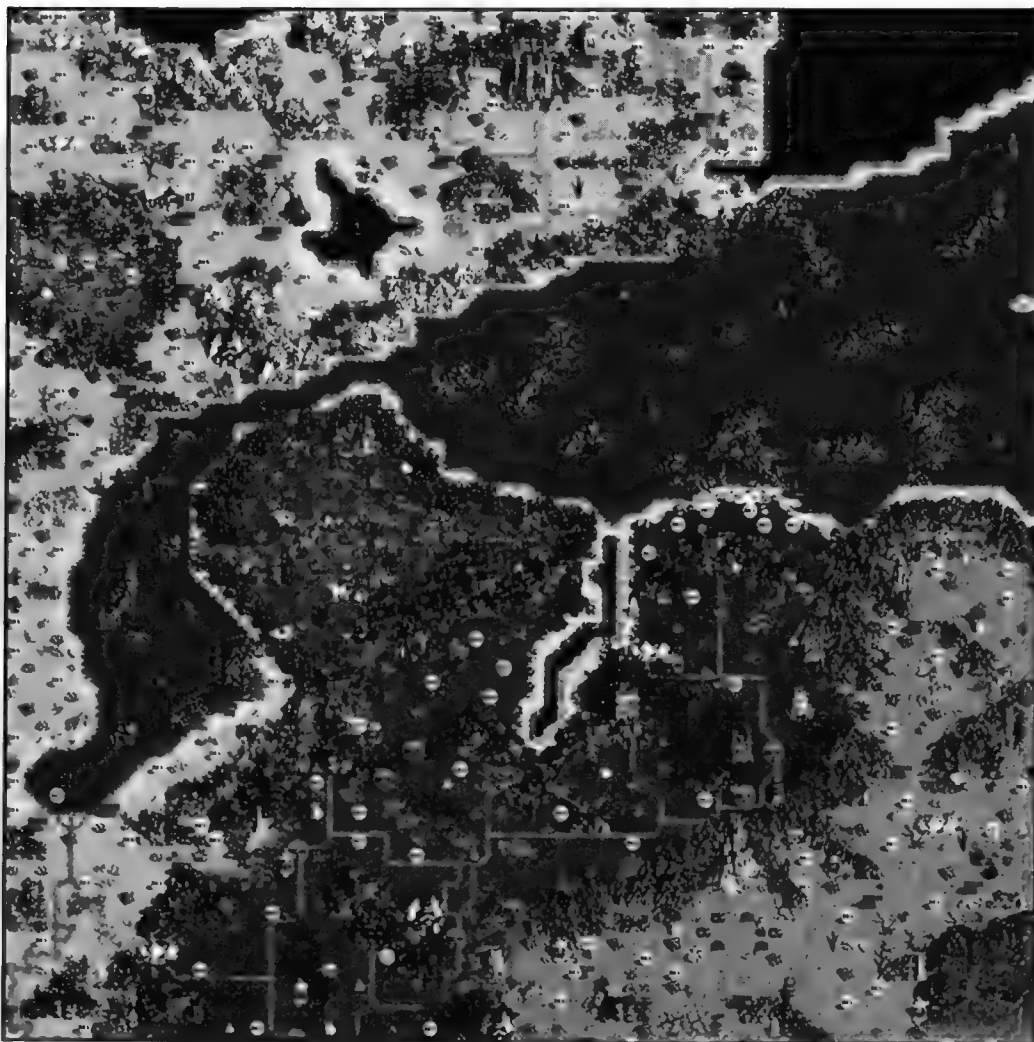
# Realm of Chaos

## *Surface Map*





## Subterranean Map



**Size:** Medium

**Number of Players:** 8

**You May Play:** Any color

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** Good wishes to destroy Evil, the neutrals just want everything for themselves, and Evil wants to destroy the world! Of course, everyone has their own plans on how to accomplish these goals ....



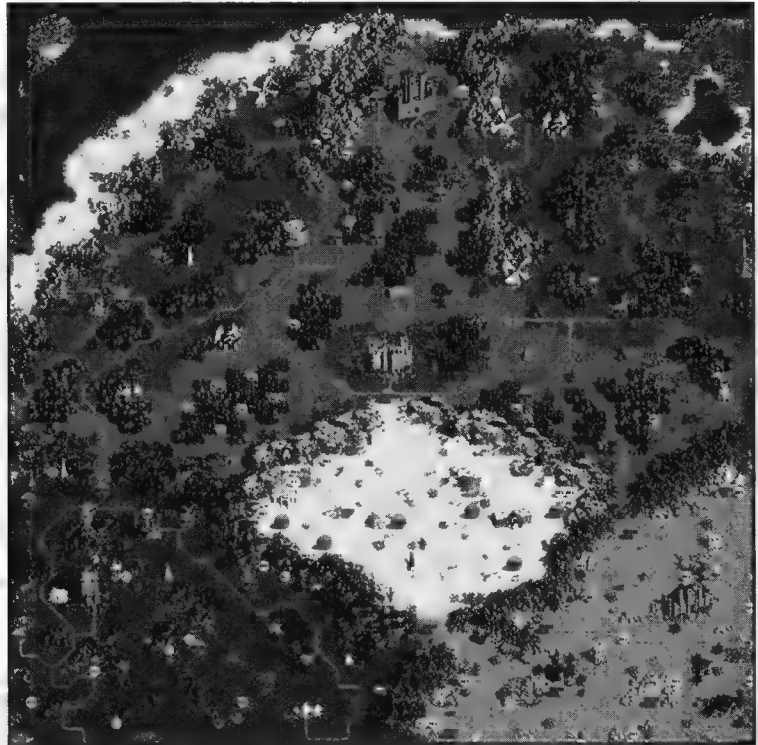
In this scenario, you may play any of the eight colors present. Although you might think that there are alliances between different players, in reality this is a pure free-for-all. To win, you must wipe all opponents off the map.

Both the surface and subterranean layers are split by water, but notice the land bridge on the east side of the subterranean layer. There are Shipyards spaced along the sea shores on both levels. Blue, Green, and Purple enjoy relatively isolated starting positions, while Teal and Pink are close neighbors bound to butt heads. Tan is located near Shipyards and a Subterranean Gate and so enjoys an early mobility advantage.

You should have an easier time playing one of the isolated colors with which you can wage a campaign of orderly expansion. Blue, with its good access to mines and lack of neighbors, definitely has an advantage. Pink, which is hemmed in by Teal on the lower level, faces the greatest challenge. The map is large enough that whoever you play, you'll soon find yourself open to attacks on multiple fronts. Be careful to consolidate your position as you go along, and be ready to take advantage of any holes your opponents open in their defenses.

## Rebellion

### *Surface Map*



**Size:** Medium

**Number of Players:** 3

**You May Play:** Any color

**Alliances:** None

**Win Conditions:** Build a Grail structure or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The peasants are revolting, just when you need them to fight a war. The only hope for peace lies in finding the Grail.

To win this scenario, you must find the Grail and build a Grail building at the neutral Castle town, Pleasanton, located near the center of the map. Unlike many of the other scenarios that require you to find the Grail or another artifact, you must also concern yourself with long-term Hero and town development. Pleasanton begins the game well defended by Zealots, Royal Griffins, Marksmen, and Archangels, so you need to spend time building up your kingdom and Heroes. You're somewhat hindered by the map's poverty of resources.

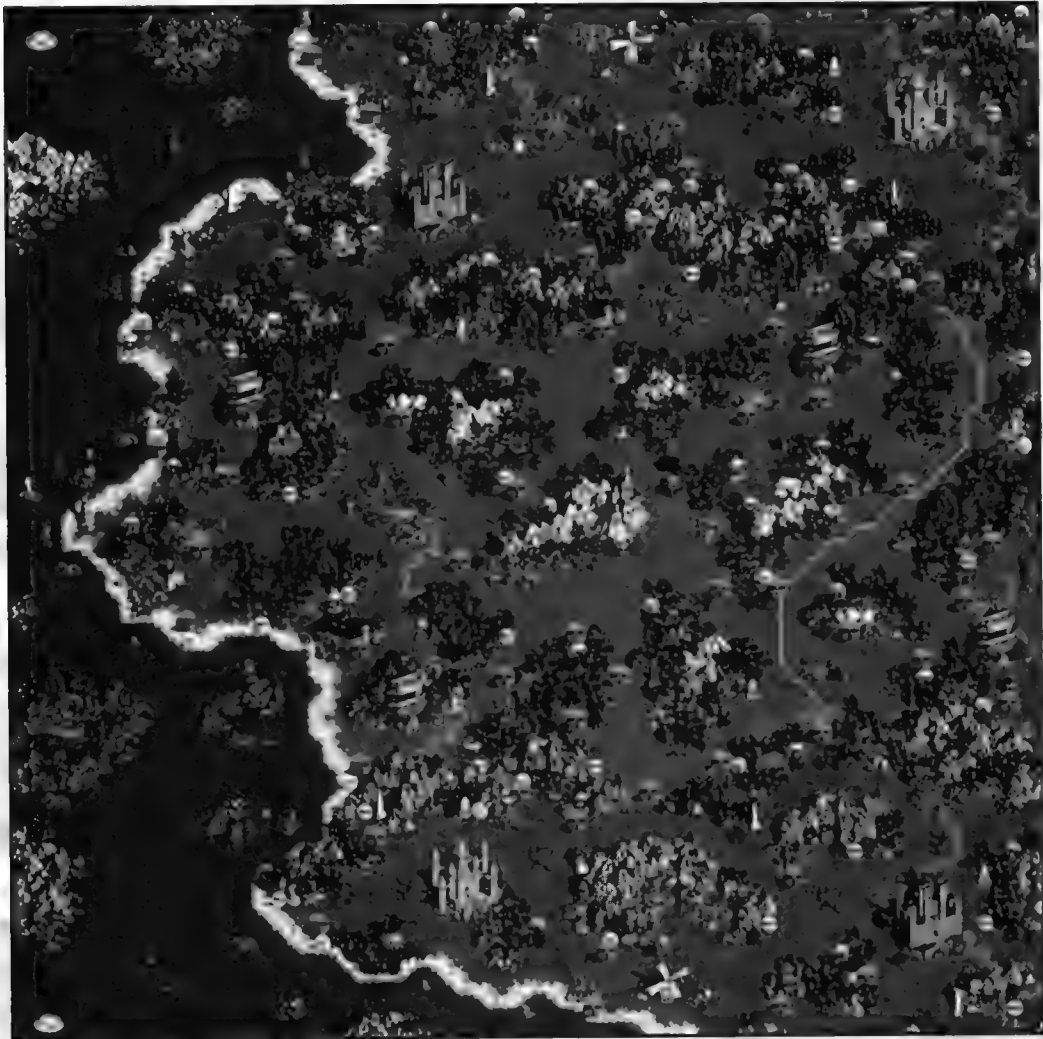
Tan, positioned in the southeast corner of this single-layer map, has the best starting situation. It has easy access to readily defensible mines and to one of the map's four Obelisks. Blue, near the southwest, is in a similar situation except that its Obelisk is guarded by level 4 creatures. Red's northern territory lacks defensive choke points, and so will probably have the hardest time maintaining territory.

Whoever you play, you should visit your closest Obelisk early in the game. A large part of the Puzzle Map will be revealed when you do this. As soon as you know the approximate location of the Grail, send a Hero out to start digging for it. If you find it early on, either give it to your best Hero or stash it with a Hero in your town Garrison. If you can do this, winning should really just be about building up a strong enough army to take Pleasanton from whoever currently owns it.

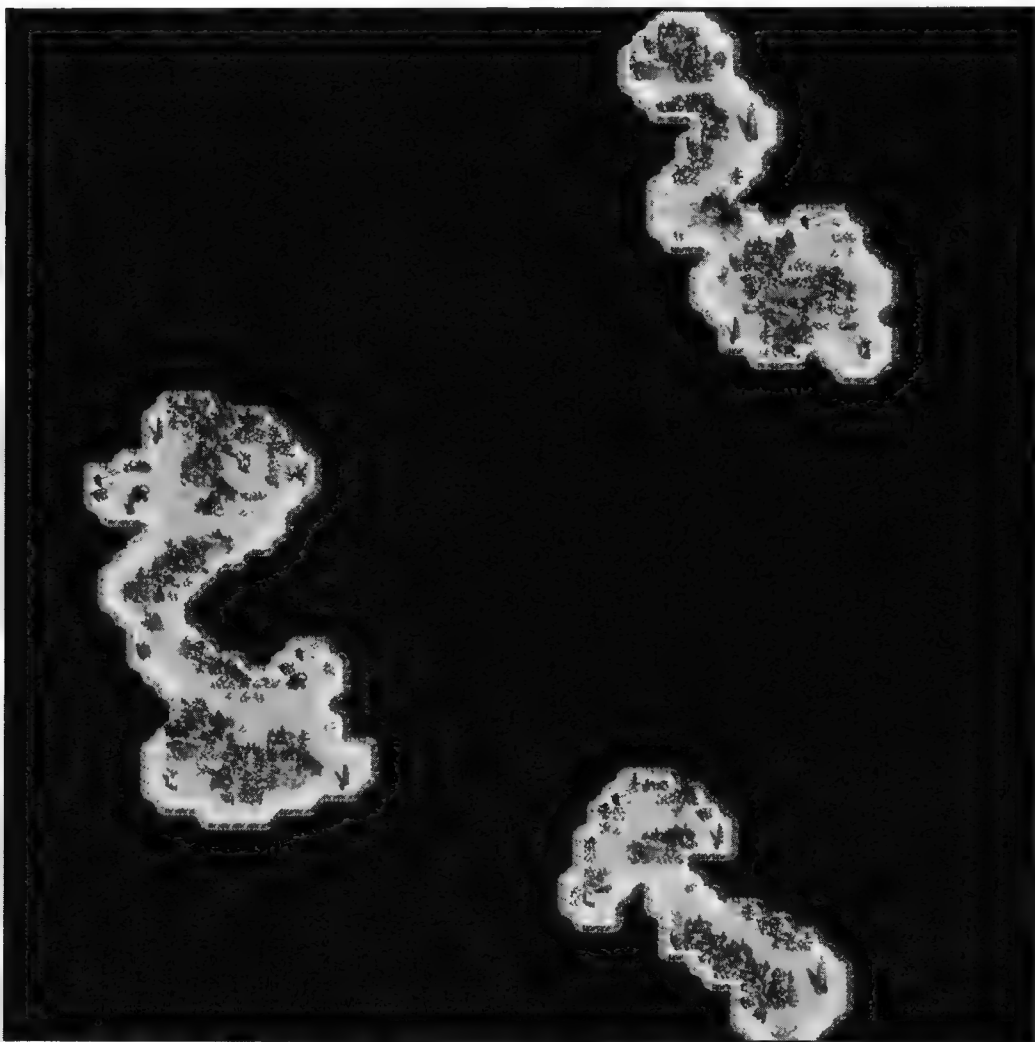
If another player acquires the Grail first, you'll need to take Pleasanton and pump up its Garrison forces. If you're playing at normal difficulty or lower, there's a good chance that the AI will send the Grail to you in the hands of a Hero too weak to take your town. If you're playing at higher difficulty, you'll have to go after the player who found the Grail and, most likely, defeat a large army at their well-defended home town.

# Rumble in the Bogs

## *Surface Map*



## Subterranean Map



**Size:** Medium

**Number of Players:** 5

**You May Play:** Red or Green

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

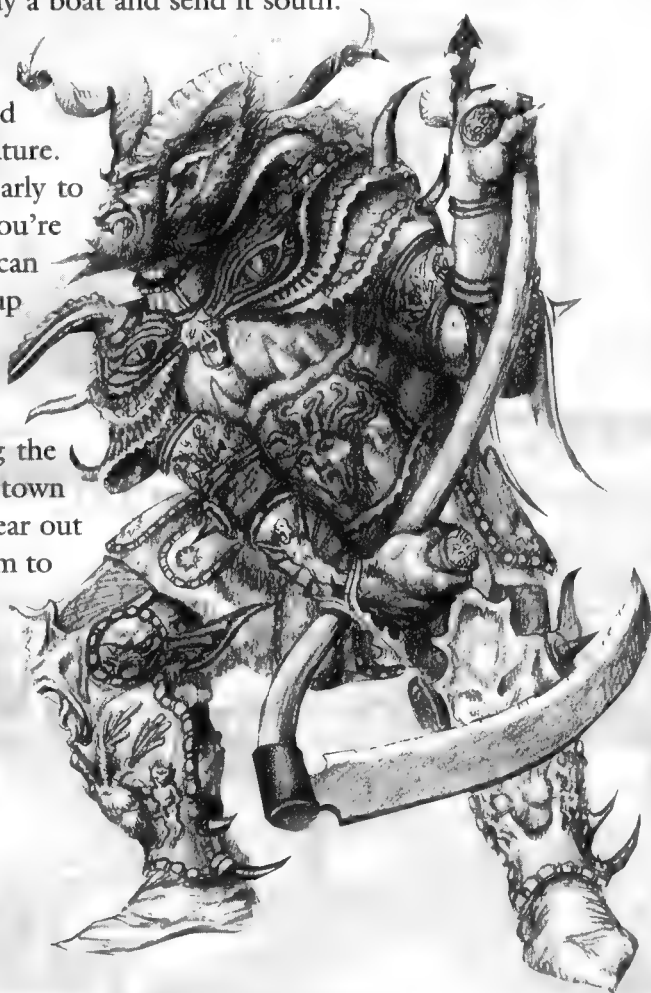
**Scenario:** A classic case of the grass being greener on the other side, you must first dispose of your pesky neighbors, then slog across a swamp to claim the riches that wait for you beyond.

This scenario has five players, with starting positions arranged like the “five” on a die. Red, Blue, Tan, and Green are each in a corner of the large land mass, and Orange is in the middle. The swamp section in the center of the map contains four neutral Fortress towns. You can start with Red near the northwest shore or with Green in the southeast corner. Both positions have their advantages. Green has the advantage of early isolation and so can develop in the early game with little fear of attack. Red has easy access to the Shipyard just north of its town, so it has superior early mobility.

If you play Red, you should take the neutral Fortress just south of you during the first week. On the first turn, build a creature generator, recruit all of your town’s creatures, and give them to your first Hero. Send that Hero against the level 3 creatures guarding your Shipyard. Buy a boat and send it south. Land next to the Fortress. After you take it, you can leave it without a Garrison for a while because the land route to it is protected by a level 4 creature.

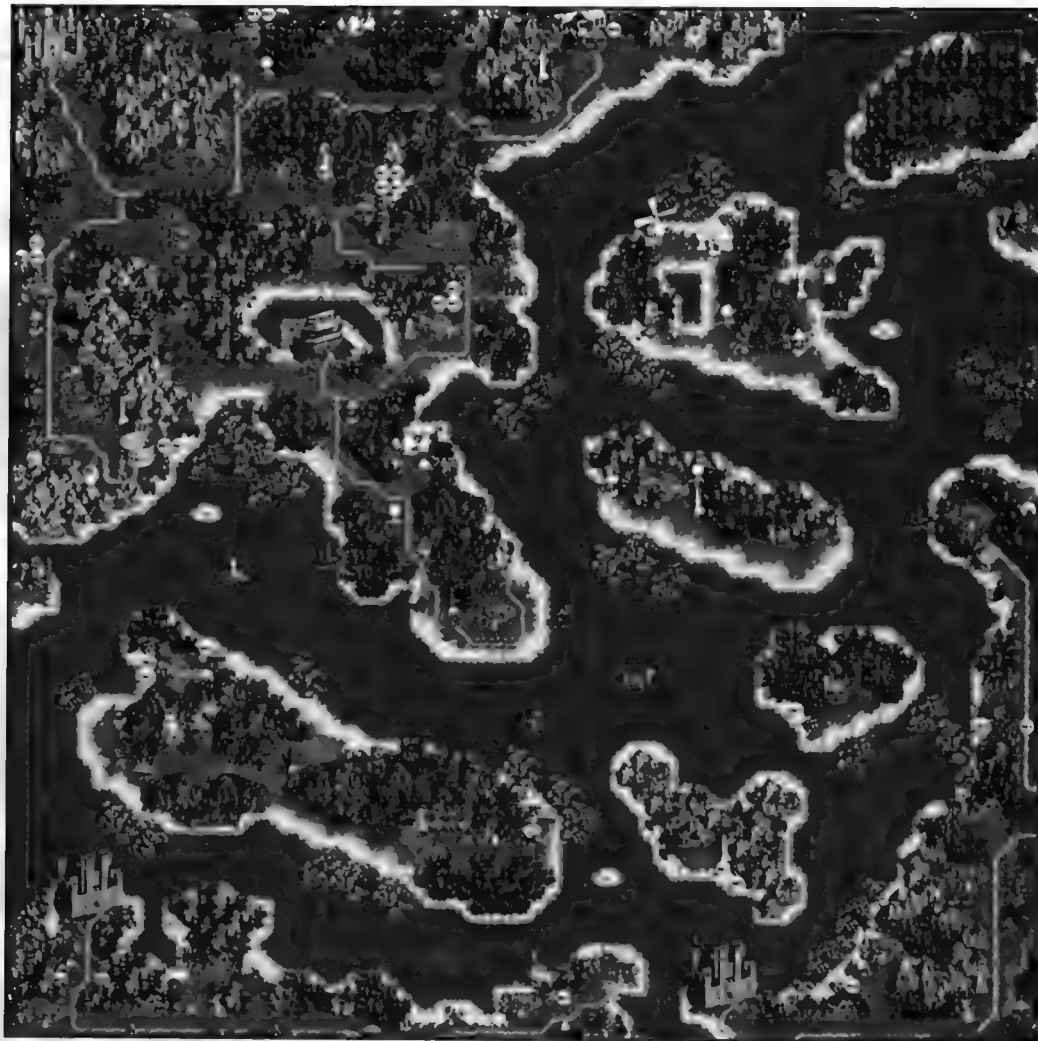
If you play Green, take the fight early to Tan, your neighbor to the west. If you’re aggressive about driving west, you can deny Tan access to mines. If you keep up the pressure, you should be able to eliminate Tan in week one or two. This will give you the bottom of the map.

Both players should avoid entering the Subterranean Gate near their starting town until they’re fairly settled. Once you clear out the passages, the computer will use them to open up a new front against you.

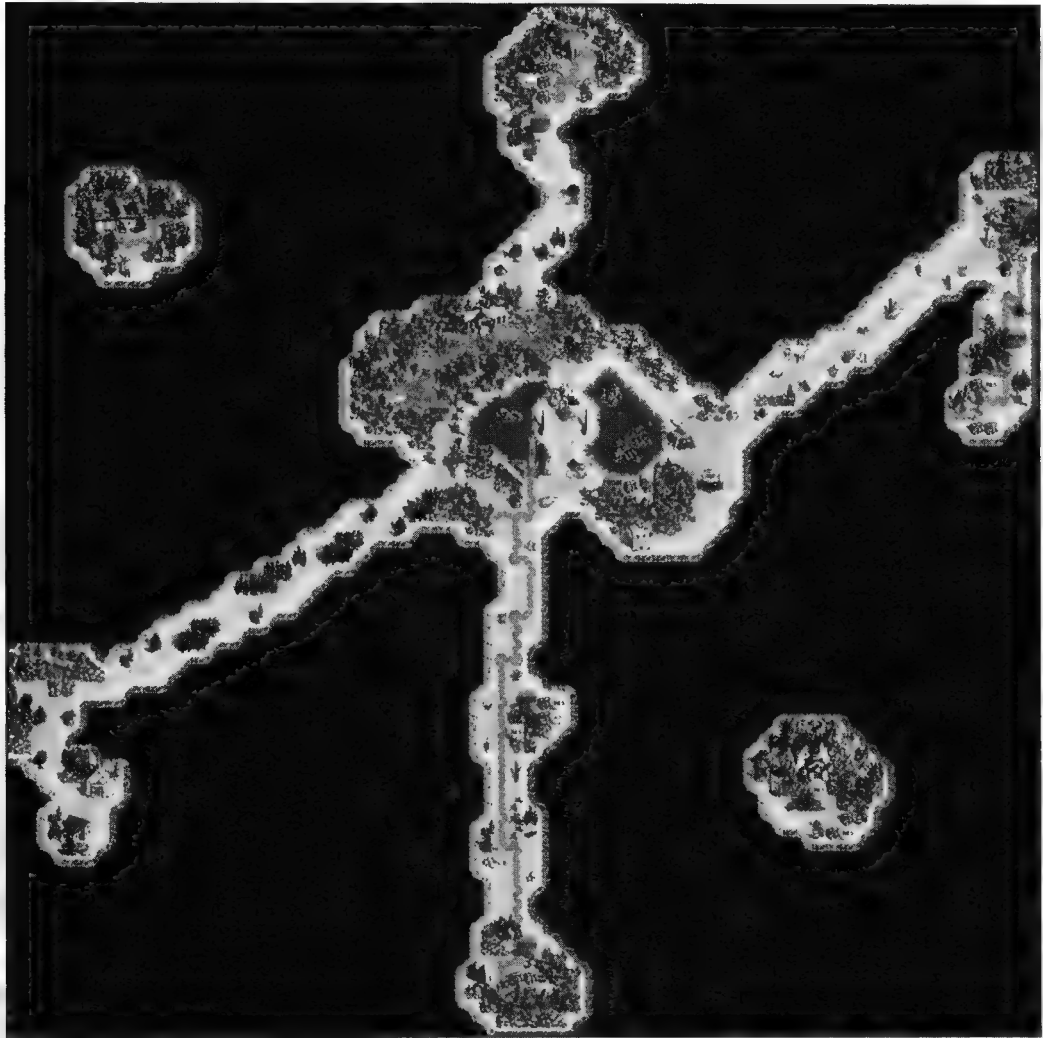


## Search for the Grail

### *Surface Map*



## *Subterranean Map*



**Size:** Medium

**Number of Players:** 4

**You May Play:** Blue

**Alliances:** None

**Win Conditions:** Build a Grail structure or defeat all Enemies

**Lose Conditions:** Lose all your towns and Heroes

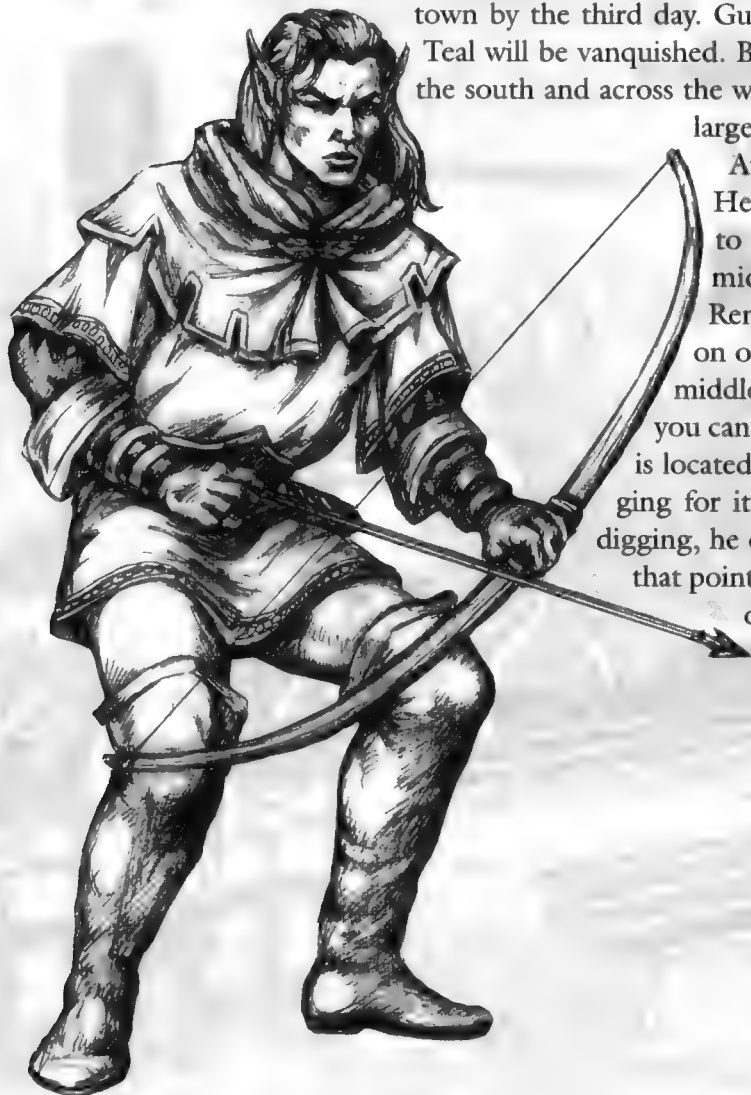
**Scenario:** The Grail is lost somewhere in the area. You are charged with locating and retrieving it. Beware—the minions of your enemies are also searching for it.



You start in the northwest corner of the map as Blue. Though you can go out and defeat the other four players to claim victory, the easiest way to win this scenario is to find the Grail and build a Grail structure in one of your towns. This doesn't mean that you shouldn't fight your opponents. In fact, your cause will be helped a great deal if you can take out Teal during the first week.

Teal starts very close to you to the southeast. On the first turn, hire three Heroes. Have two of them transfer their armies to the third to create a strong force. Send this Hero straight to Teal's town. You should pick up treasure chests along the way and scatter the Gold for experience. Don't dally. You don't want to give Teal a chance to build up its town. You should be able to reach and take the town by the third day. Guard this town for seven days, and Teal will be vanquished. Because the other players are far to the south and across the water, you now have the run of the large northwest land mass.

At the same time, send your other Heroes to buy boats at the Shipyard to your east. Send them out to the middle islands to visit Obelisks. Remember, the Grail will be hidden on one of the nine squares dead in the middle of the Puzzle Map. As soon as you can tell approximately where the Grail is located, send a Hero or two to start digging for it. If you see an opponent's Hero digging, he or she is doing the same thing. At that point, your only hope is to take out the digging Hero before he or she finds the Grail and brings it back to a town.



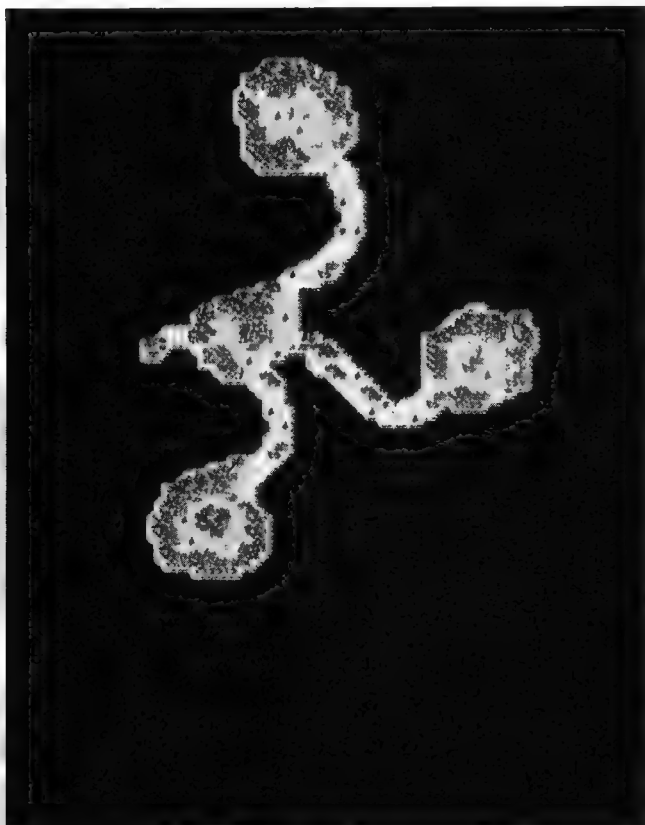


# Serpent's Treasure

## *Surface Map*



## Subterranean Map



**Size:** Extra large

**Number of Players:** 7

**You May Play:** Red or Purple

**Alliances:** None

**Win Conditions:** Accumulate creatures (25 Black Dragons)

**Lose Conditions:** Lose all your towns and Heroes

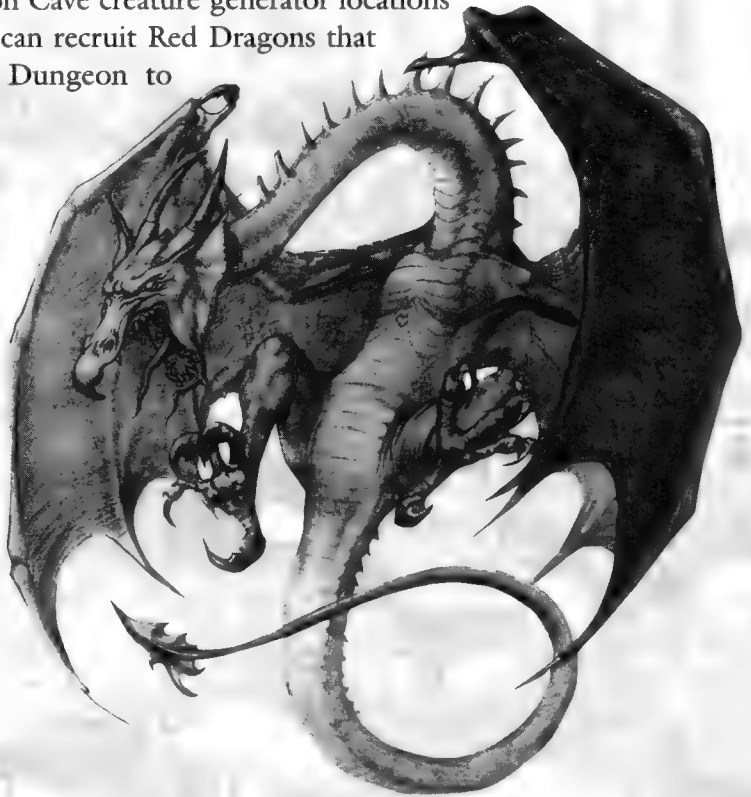
**Scenario:** In ages past, dragons ruled this realm. Can they rule again (with your help, of course)?

To win this large and complex scenario, you *must* recruit 25 Black Dragons, even if you have already defeated all enemy players. Red starts out in a Tower at the northwest corner of the surface map, while Purple starts with an Inferno at the northern tip of the land mass to the southeast. Red starts with no neighbors, but

is blocked from most resources by level 2 and 3 monsters. A One-Way Monolith located on Red's starting island exits near an unguarded Shipyard where you can buy ships to make early expansion somewhat easier. Purple has a particularly difficult starting position with few mines and Blue and Green sitting nearby to the south.

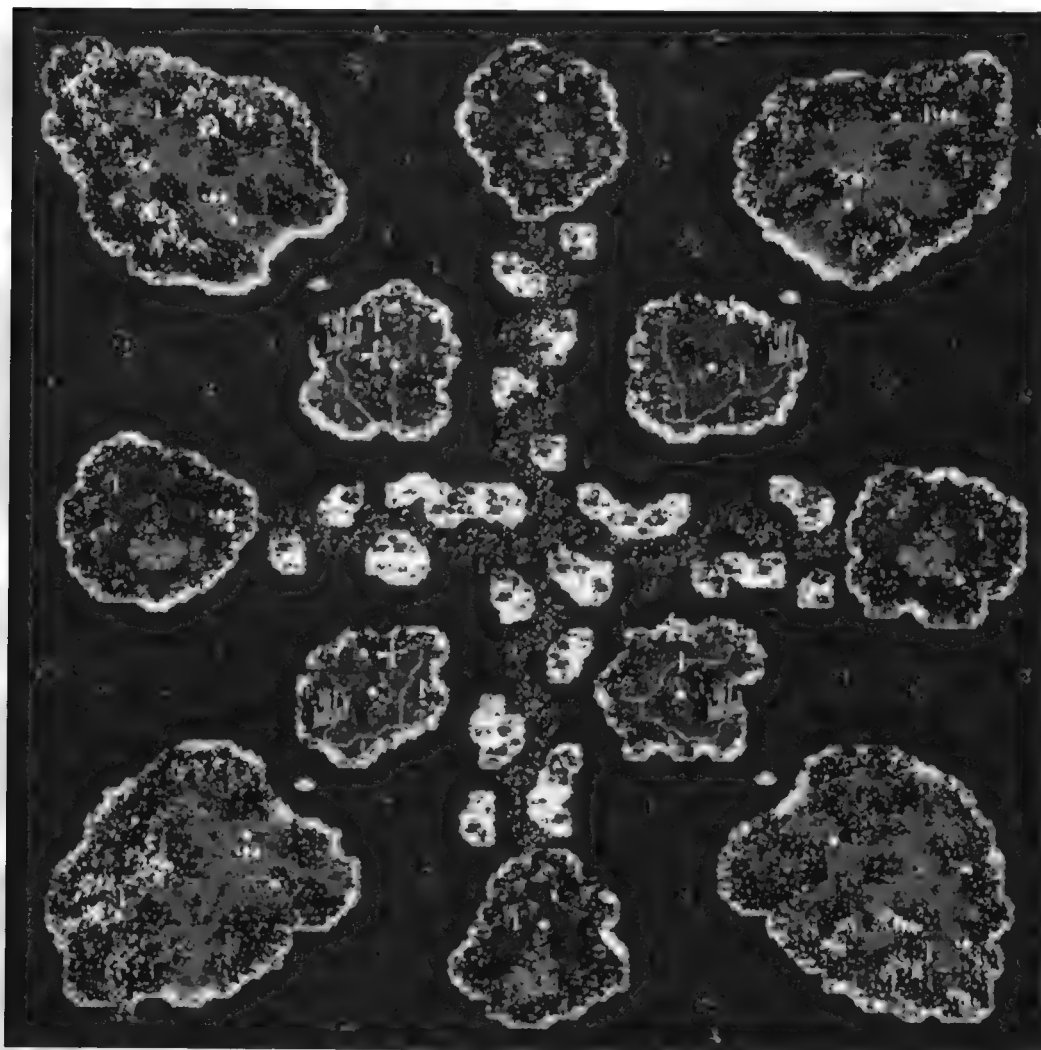
To get your Black Dragons, you'll eventually have to take the neutral Dungeon town located on the subterranean level. To reach the Subterranean Gate, you have to go through the Two-Way Monolith near the lower "spines" on the back of the dragon-shaped central island. This gate is blocked by a Border Guard whose password is available from the Keymaster's Tent on the south end of the southeastern land mass—an area well guarded by Blue and Green. Once you get the password and are through the gate, you find yourself near a massive hoard of resources and treasure, a neutral town, and the Subterranean Gate.

Get down to the lower level and take the Dungeon. The town cannot build a Black Dragon generator, then take the Red Dragons to the Hill Forts and upgrade them to Black Dragons. You can speed up the process of acquiring the winning quantity by visiting the Dragon Cave creature generator locations in the side caves. There, you can recruit Red Dragons that you can bring back to the Dungeon to upgrade to Black Dragons.

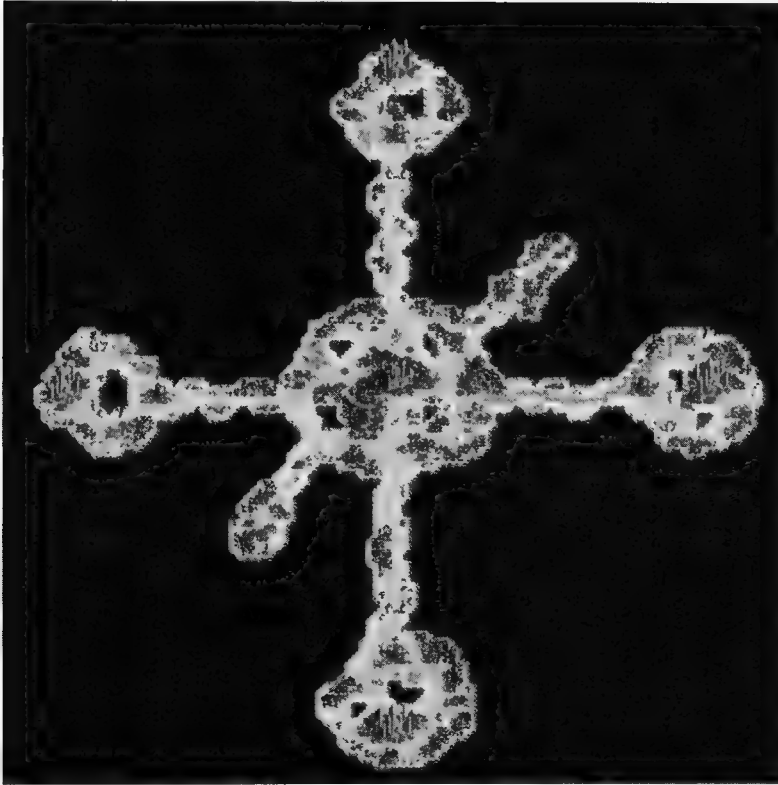


## **Southern Cross**

### *Surface Map*



## Subterranean Map



**Size:** Large

**Number of Players:** 5

**You May Play:** Red, Blue, Tan, or Orange

**Alliances:** None

**Win Conditions:** Capture town (Pink town at center of lower level)

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** Some say this chain of islands in the southern seas was created by the ancients as a gigantic calendar. Can you claim this region as your own?

The surface and underground layers of this map are highly symmetrical in form and resource distribution, giving no player a particular advantage. You may play Red, Blue, Tan, or Orange, each of which starts on one of the grassy islands on the surface. Pink starts in control of a town in the middle of the subterranean level. You must take this town to win. It's important to note that the computer can't win this way and plays for the normal "defeat all enemies" win condition. The other sce-

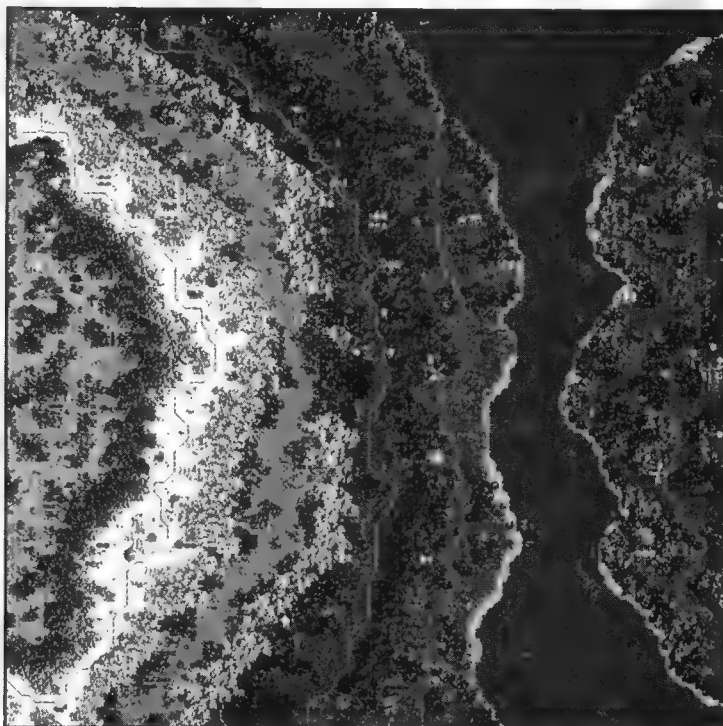
nario feature to note is that a neutral town and a Subterranean Gate are at the outer end of each of the four larger "arms" on the lower level.

The Pink town starts from scratch, so it won't be extraordinarily protected from attack. Because the AI will spend the early game developing its local territory, you should make an early leap through the Subterranean Gate on the eastern or western island closest to you. (They're less well guarded than the islands north or south of you.) Take the neutral town near the gate exit.

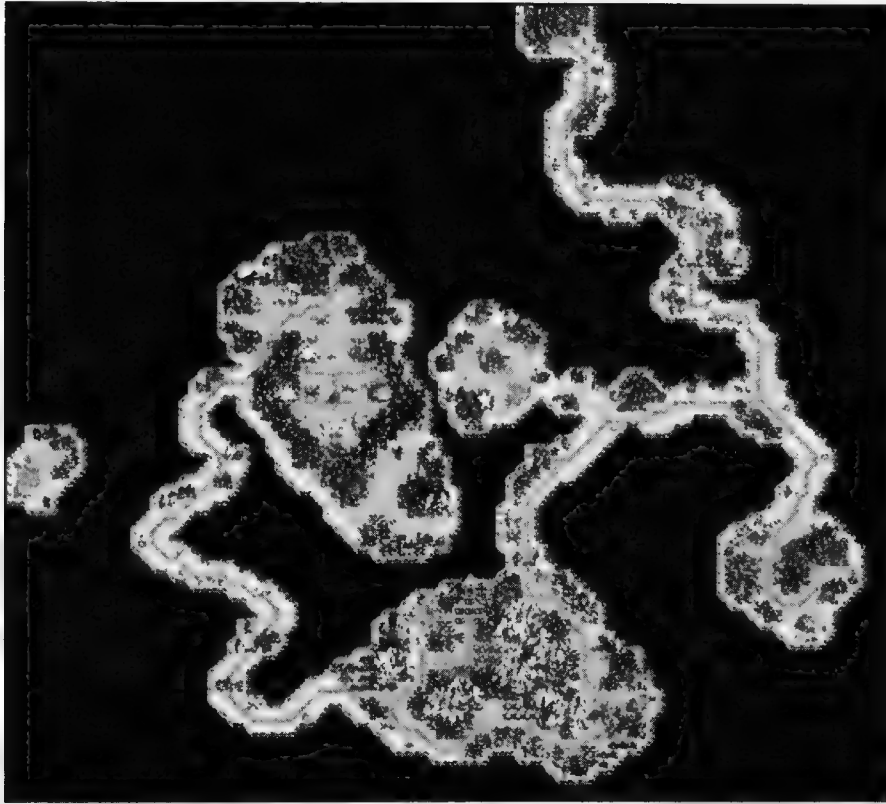
If you aren't facing pressure from the other surface players, you should be able to bring this scenario to a quick end by reinforcing your exploratory army and charging it toward Pink's starting town. If the enemy *is* closing in, this is about as thinly spread as you can get without inviting disaster. Develop your territory, defend your towns, and be ready for attacks coming from the Whirlpool next to your starting position. Keep beefing up your initial subterranean army. Wait until it's healthy before taking on Pink.

## The Five Rings

### *Surface Map*



## Subterranean Map



**Size:** Large

**Number of Players:** 6

**You May Play:** Tan

**Alliances:** Red, Blue, Green, Purple, and Teal

**Win Conditions:** Capture town (southwestern Necropolis) or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The Five Elemental Lords have chosen our world as a new home to reshape in their image. You must face each in turn to stop them.

You start this scenario on the east side of the map as Tan. Across the water from you is a large land mass made up of five semicircular bands of terrain that are barricaded from each other by continuous walls of mountains or other obstacles. Each contains a town controlled by one of the five opponents allied against you. On the subterranean layer is a passageway connecting your starting area to those of your opponents. To get to the Necropolis located at the south end of the innermost band, you must run the length of each outer band and pass through the Monoliths

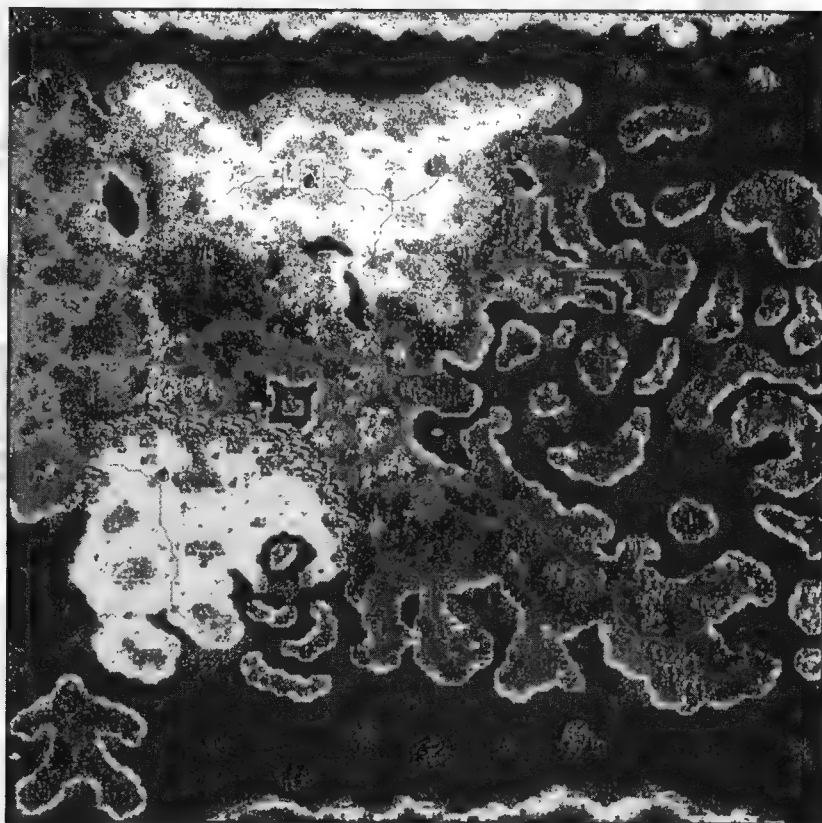


Think of this map as one long, snaky canyon that you must walk the length of to reach your goal (the Necropolis). If you're careful to prevent enemies from getting behind you, it should be relatively easy to keep territory you've taken. Make sure to keep your strongest Hero at the forefront of your advance. Hire Heroes to act as a troop transport bucket brigade to bring new creatures to the front lines. As your supply lines get longer, boats and spells (such as Fly and Town Portal) can help speed things up. You'll probably want to build up a captured enemy town to act as a second source of creatures.

There's a One-Way Monolith connecting the innermost band to the subterranean level that your enemies can use to open up a second front. The subterranean area near the Monolith's exit is, however, blocked off by a blue Border Guard Tower. If you leave the Tower in place by *not* passing through it, you can prevent the enemy from reaching you via that route.

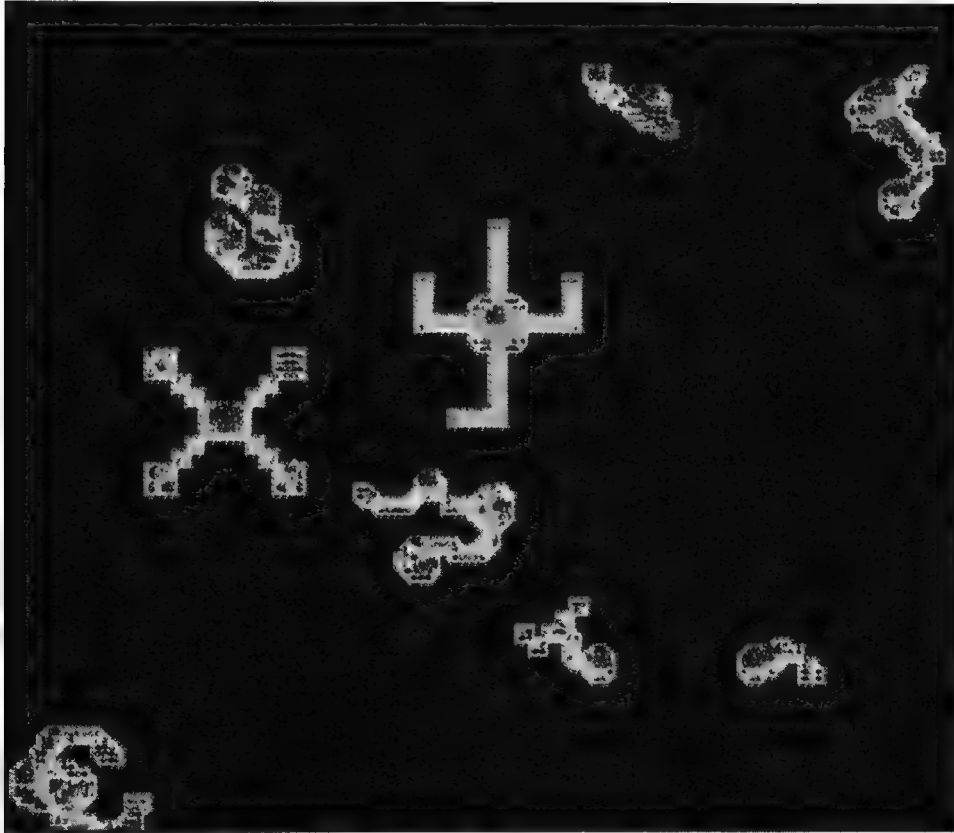
## The Mandate of Heaven

### *Surface Map*





## Subterranean Map



**Size:** Extra large

**Number of Players:** 5

**You May Play:** Red

**Alliances:** Blue/Tan/Green/Pink

**Win Conditions:** Capture town (The Hive)

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** Devils have invaded and it's up to you to win back the Mandate of Heaven for the faltering Ironfist Dynasty.

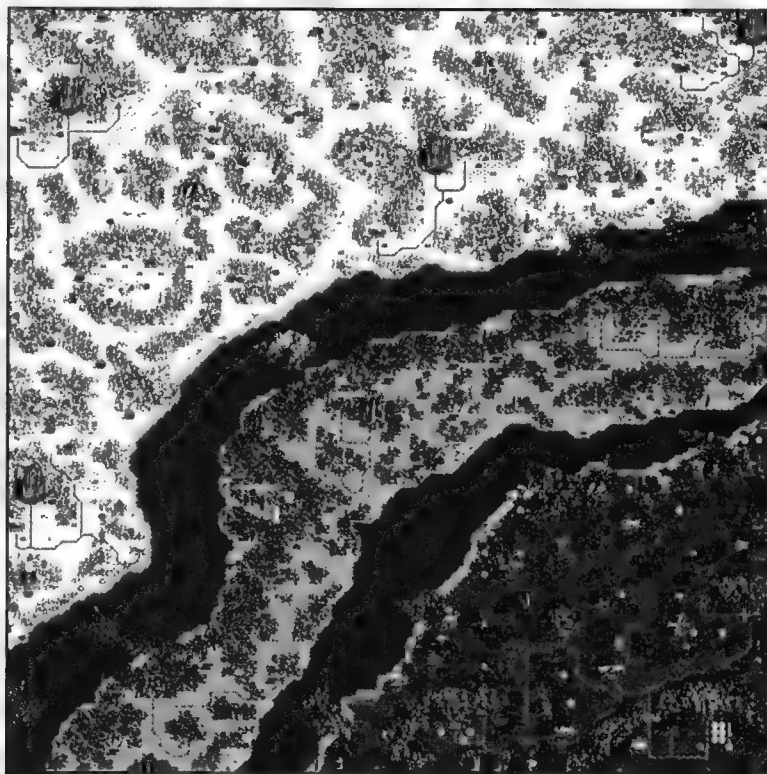
Players of *Might and Magic VI* will recognize that this scenario represents that game's territory and situation. You start as Red in control of the Castle town of New Scorpigal near the map's southeast corner. To win, you must take The Hive, a Tan Inferno town at the northwest corner. Territorially speaking, the subterranean level has little strategic weight. Surface Subterranean Gates lead to role-playing game style "dungeons" that you can explore in search of treasure.

The easiest attack route to The Hive lies along the main continent's southern coastline. Green, to your north, is the only computer player with early access to boats. If you can successfully contain or conquer Green, you should be able to dominate the oceans. A Whirlpool gate pair connects the center of the map to its southwest corner. Putting a blocking Hero on a boat near the central Whirlpool will prevent Green from passing through to the southern sea and Blue from taking the nearby town of Free Haven.

Before you go after The Hive, you'll probably have to deal with Blue, your neighbor to the northwest. You don't absolutely have to defeat Blue, but your cause is helped greatly if you can drive it away from your starting peninsula-shaped territory. If you can consolidate the area southeast of Free Haven, you'll have four easily defensible towns. Once you've achieved this, you'll have no problems building a super general to take against Tan via the southern sea route.

## Titan's Winter

### *Surface Map*



**Size:** Large

**Number of Players:** 6

**You May Play:** Red, Blue, or Tan

**Alliances:** None

**Win Conditions:** Defeat all enemies

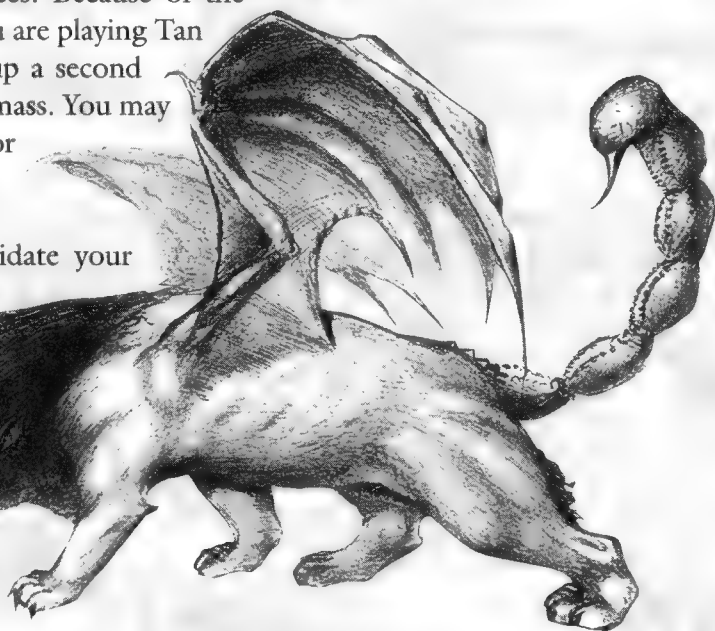
**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** A terrible earthquake has torn apart the land. Many different factions have arisen. Now is the time for you to reunite the Kingdom, but this time under *your* banner!

On this single-layer map, you may play one of the three players who start on the large field of snow to the northwest. Whichever you play, you'll find yourself blocked from expanding toward the southeast by a map-wide band of water and a barrier wall of mountains that has one pass penetrating it near the map's southwest corner. The pass is guarded by a level 4 creature. Blue has the easiest access to a Shipyard and is closest to the pass, so it has the best starting position in terms of mobility. Red is the most isolated, so it'll have the easiest time in early development, but may find its middle and late game hampered by extremely long supply routes.

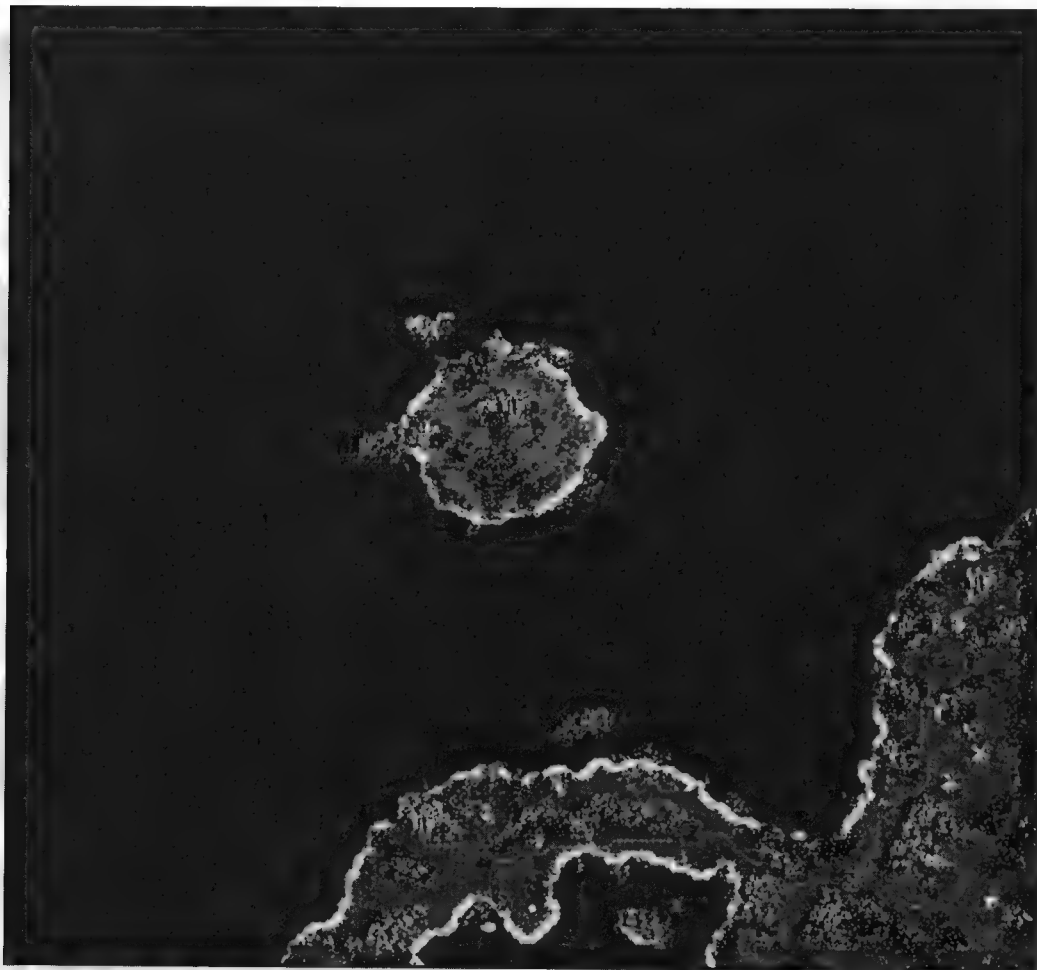
When you do break through to the lower half of the map, you'll almost certainly face a well-entrenched computer enemy. Both Orange and Purple enjoy easy access to neutral towns and resources. Because of the supply route issue—particularly if you are playing Tan or Red—it behooves you to build up a second town on the middle or bottom land mass. You may be able to avoid doing this if one or more of your Heroes can gain the Town Portal spell.

You'll probably want to consolidate your hold on the northwest territory before going southeast. If you're playing Blue, you may be able to make an early leap through the pass and take the nearest neutral town. Risky, but it'll give you the edge if you can contain Orange.

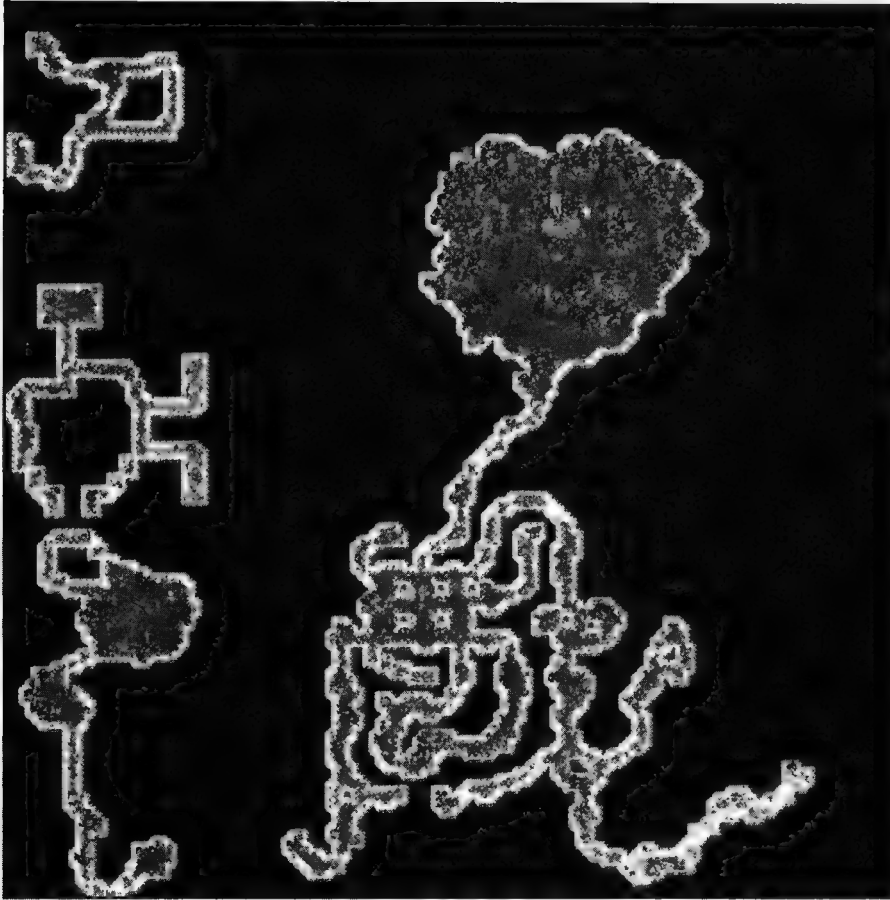


## Unholy Quest

### *Surface Map*



## Subterranean Map



**Size:** Extra large

**Number of Players:** 2

**You May Play:** Blue

**Alliances:** None

**Win Conditions:** Defeat Hero (Fiona) or defeat all enemies

**Lose Conditions:** Lose Hero (Sorsha)

**Scenario:** Deep below the surface lurk monsters the likes of which no one has ever seen. Word is that the monsters are preparing to rise from the depths and lay claim to the surface world. Go forth and slay their evil armies before they grow too large. You may be the world's only hope!

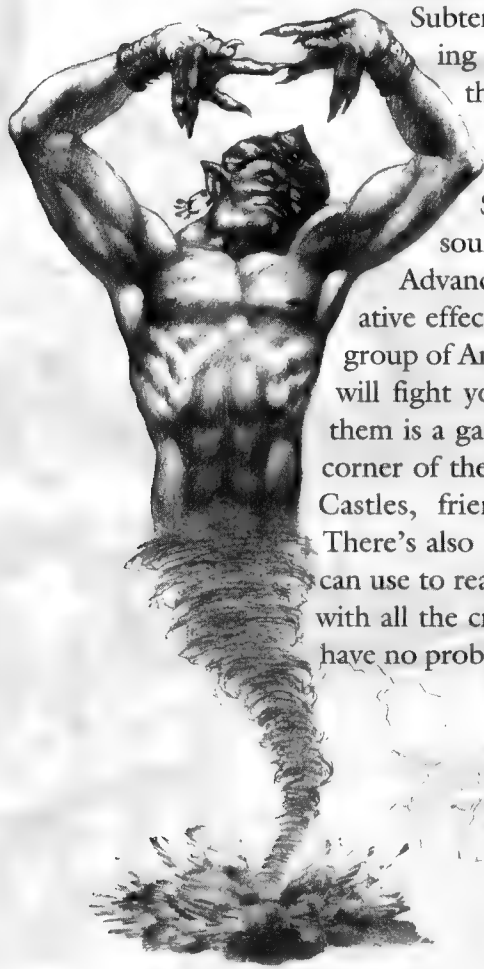
You start as Blue on the island in the center of the surface map. Because you aren't allowed to build a Tavern at your starting town, Sorsha will be your only Hero in the early part of the game. To win, you must defeat Fiona, who stays near the Inferno in the large volcanic area on the subterranean map. Fiona never ventures far from her town and Red can't recruit more Heroes, so you don't have to worry about attacks. The subterranean map is divided into three sets of tunnels. Your island is connected to the tunnels in the northwest corner of the map via a Subterranean Gate. These tunnels are connected to the tunnels south of them via a One-Way Monolith.

The Pikemen, Halberdiers, Marksmen, and Crusaders on your island offer to join you. The Dwarves and Swordsmen won't, but don't worry about attacking them; both stacks start with one monster each. Spend the early game building your town

and gathering resources on your island and near the Subterranean Gate. Beef up your army before breaking through the Pit Lords and jumping through the One-Way Monolith. After you go through, you'll be cut off from your starting town.

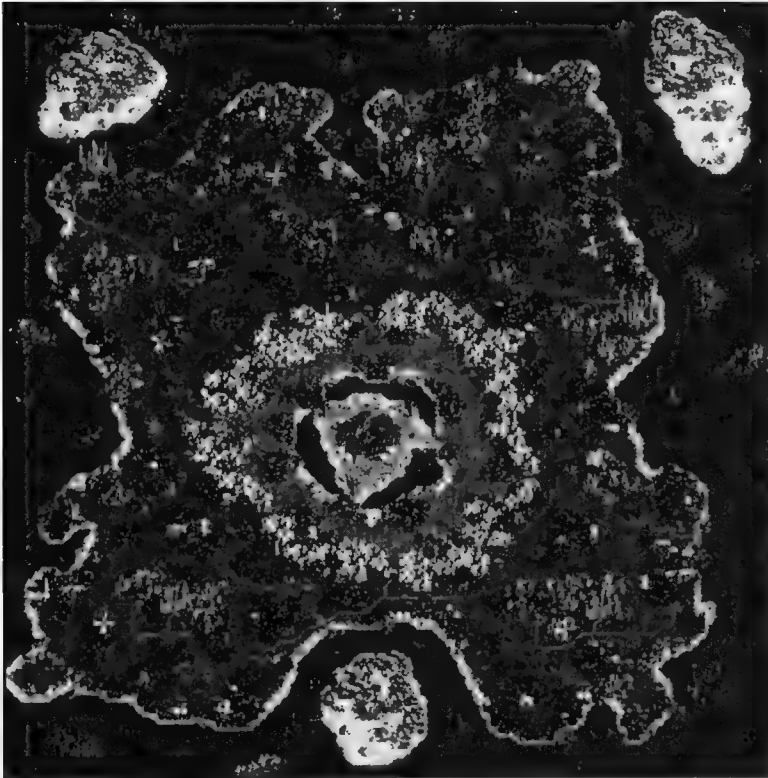
As you explore, you'll run across friendly Skeletons and Angels. They're your only source of reinforcements, so let them join you.

Advance Sorsha's Leadership skill to offset the negative effects of mixing undead with living troops. One group of Angels (blocking the southeasternmost tunnel) will fight you. Don't avoid this battle because beyond them is a gate that leads up to the land in the southeast corner of the surface map. There you'll find two neutral Castles, friendly creatures, and creature generators. There's also a boat on the west side of the map that you can use to reach your first town. After you load up Sorsha with all the creatures available on the surface, you should have no problems going back down and taking out Fiona.



# Vial of Lifeblood

## Surface Map



**Size:** Large

**Number of Players:** 4

**You May Play:** Red or Blue

**Alliances:** None

**Win Conditions:** Transport the Vial of Lifeblood to Kyran

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The King of Kyran has an extremely rare disease that can be cured only with the Vial of Lifeblood. Find the vial and bring it to the King to win the game.

On this symmetrical map, Blue and Red start in similar positions on southern corners of the large, central land mass. Red starts in a slightly more isolated position, so it has a small advantage. The Vial of Lifeblood is in the hands of a large group of Vampire Lords (50 to start with) located in the middle of the map. The land



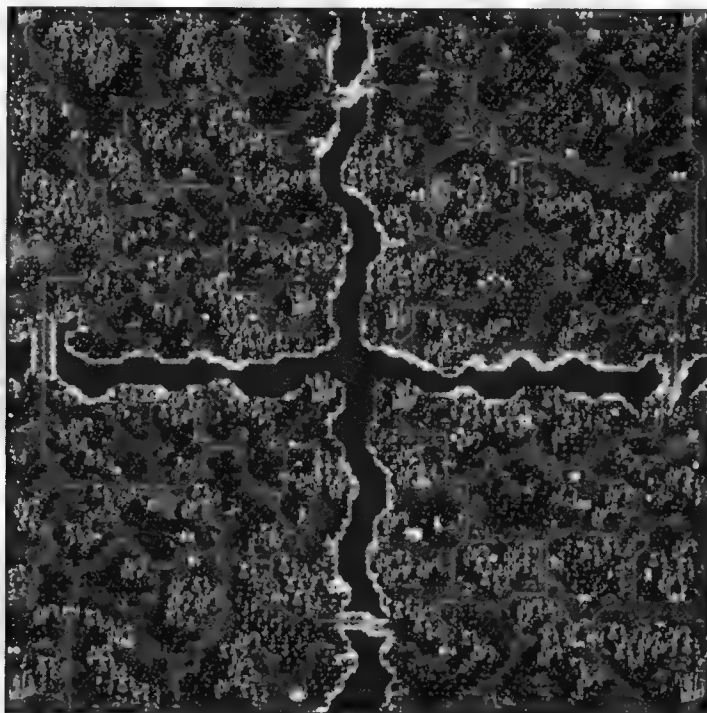
bridge you must cross to reach the Vampire Lords is blocked by a Border Guard Tower; its password is available from the Keymaster's Tent at the north end of the island. Kyran, the town where you must take the artifact, is next to the island's north bay. It's surrounded by a ring of mountains and is only accessible via a series of Two-Way Monoliths located on the small outer islands.

The computer players, Orange and Green, are closer to the Keymaster's Tent, the Border Guard, and the Vampires, so there's a good chance that they'll get to the Vial of Lifeblood before you. If this happens, you'll have to hunt down their Heroes to find the artifact. The first Monolith on the route to Kyran is near your starting position. Don't let any enemy Heroes get through it! Once they do, it's a short path to victory. If you think a computer player has the Vial, you may want to consider setting up an ambush at the Monolith.

This map is fairly resource anemic, so you should be very careful how you spend your resources, particularly your Gold. Creature generators are scattered all around the map, and both Red and Blue have Refugee Camps just south of their starting towns. Use the generators and camps to build your armies.

## Warlords!

### *Surface Map*





**Size:** Large

**Number of Players:** 8

**You May Play:** Any Color

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** The region where the Stin and Devos Rivers meet is populated by eight Warlords who are constantly battling for control of the region. The winner of this struggle will dominate the region and control trade for four nations.

This map is divided into four quadrants by a cross-shaped body of water. The water is crossed horizontally and vertically by land bridges. Four players start in the middle of the map and four start in outside corner positions. Each player has quick access to an Ore Pit and a Sawmill. The mazelike arrangement of the terrain makes it unlikely that the players will find each other in the early game. Because of their proximity, the players in the center are at a slight disadvantage—particularly Purple.

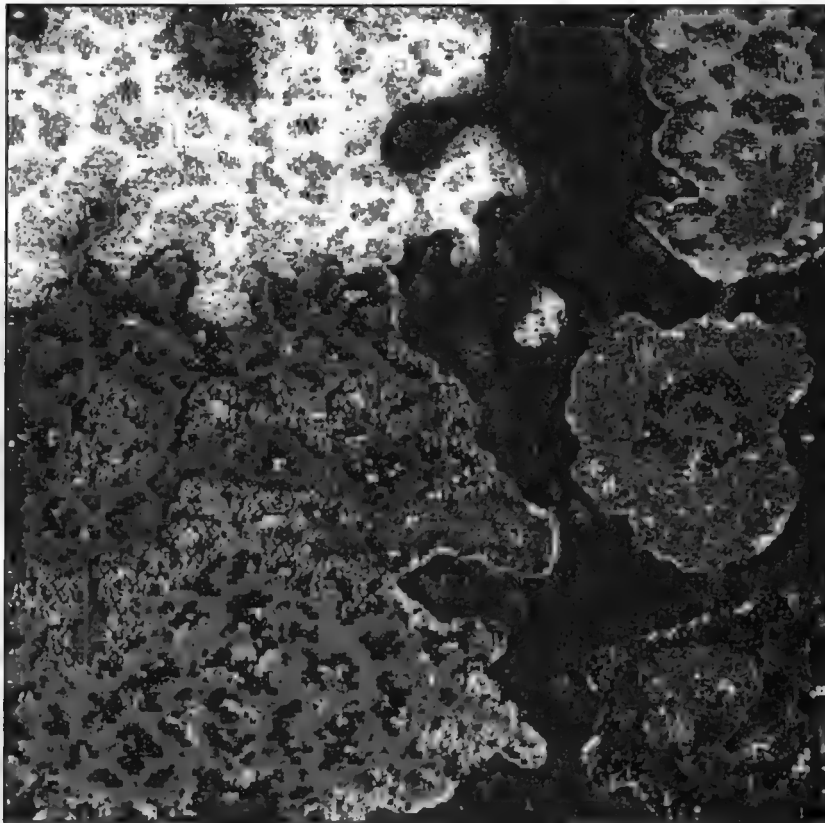
Whoever you play, first attempt to defeat the player who shares your quadrant. Doing so greatly enhances the defensibility of your territory. At the ends of each land bridge are Garrisons that you can reinforce to deter the AI from attacking you. Having these spells available is a great advantage, so you should build up your Mage Guilds for the chance of receiving them.

While conquering the map, open up one front at a time and clear out each quadrant before you head toward the next. You need to build up your land bridge Garrisons and a few secondary generals to keep your back door secure. Again, the real trick is gaining the first quadrant from your immediate neighbor. After that, you should be able to prevail by following a plan of orderly expansion.



## Warmongers

### *Surface Map*



**Size:** Extra large

**Number of Players:** 6

**You May Play:** Red, Blue, or Tan

**Alliances:** Green/Orange/Purple

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** Life was relatively peaceful until the three Lords across the sea decided to team up and declare war on you. Build up before they invade—but watch out for your neighbors who might have different ideas.

You play either Red, Blue, or Tan, each of which starts on the large western land mass. Across the water is the Green/Orange/Purple alliance. Red and Tan start in

corner positions, so they both have a slight advantage over Blue, which has them both for neighbors. All players start with two towns.

You face resource deficiencies during this scenario, particularly given the number of enemies you face and the amount of territory you have to worry about. The allied force's resources are concentrated on their middle island. Keep this in mind when you're ready to face them on their home turf. If you can take this island, you can drastically reduce their ability to build.

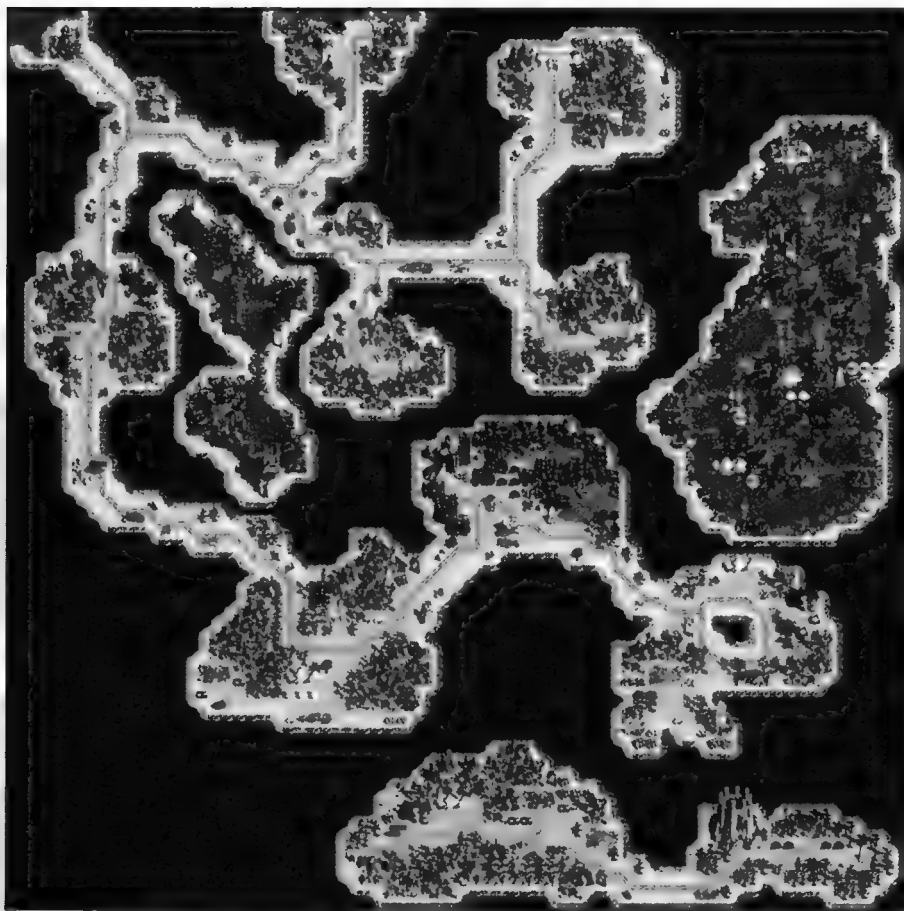
Because the alliance starts out very strong, you'll probably want to start campaigning against your neighbors on the large land mass. While doing this, you'll have to watch out for sneak attacks from the alliance. Whirlpools and Monoliths give them quick routes to attack you. Alternately, you could use these same routes to make an early attack on Orange on the central island. If you succeed, you gain two towns and some mines, and greatly wound the alliance team. Whichever way you go, concentrate your middle game play on closing off fronts. After you consolidate a large territory, you should have the mine resources to tackle your remaining enemies.

## When Dragons Clash

### *Surface Map*



## Subterranean Map



**Size:** Medium

**Number of Players:** 2

**You May Play:** Red or Blue

**Alliances:** None

**Win Conditions:** Flag all creature dwellings or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

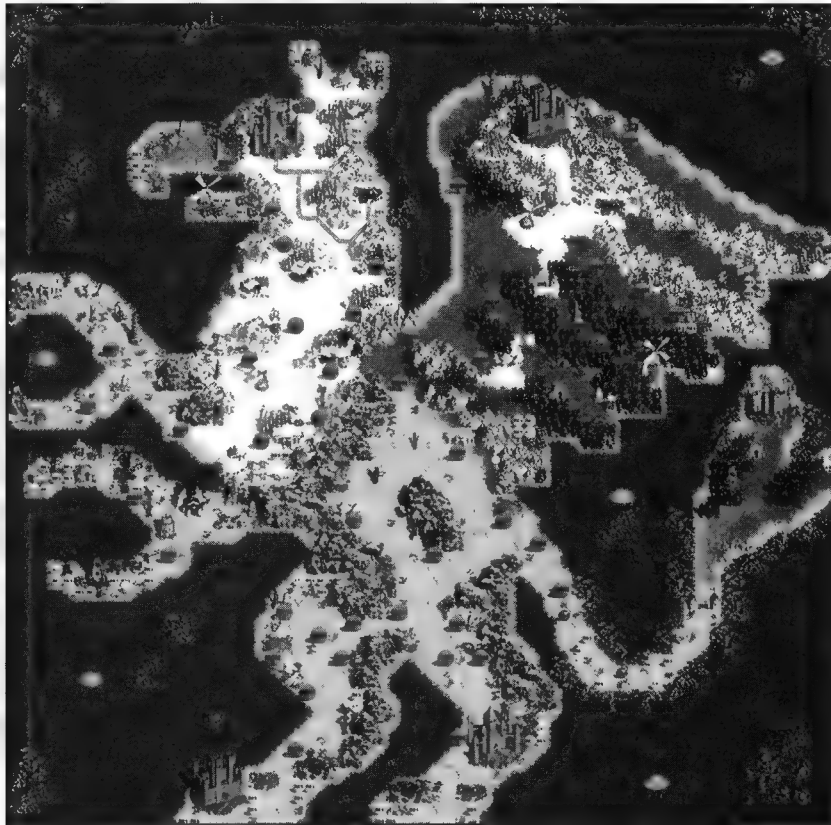
**Scenario:** In the war of Good versus Evil, someone must eventually win—but victory here relies on your ability to control the creatures of this land.

Blue starts in the northwest corner of the wide-open surface map. Red begins on the southwest corner of the maze-like lower level. The maps are linked by a single Subterranean Gate pair located on each level at the corner *opposite* the player's starting position. What this boils down to is the two players are far apart indeed!

Playing either side, you'll have difficulty meeting the scenario's special victory condition of flagging all creature generators. Because of the amount of territory involved, your opponent will find it a trivial matter to run behind you and tag generators you have absorbed into your territory. To win this scenario by the special victory conditions, you have to successfully advance an impenetrable front from corner to corner across the surface and subterranean levels. You may be able to use blocking Heroes against the AI to accomplish this...but probably not. Remember, you can always win this scenario by defeating all of your opponent's towns and Heroes—in this case, definitely the easiest route to victory.

## Wings of War

### *Surface Map*



**Size:** Medium

**Number of Players:** 5

**You May Play:** Tan or Teal

**Alliances:** None

**Win Conditions:** Defeat Hero (Griffin King) or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Scenario:** Griffins have been running amok. It seems that the Griffin King is unable to control his flock. Capture the Griffin King and encourage him to try harder to keep his Griffins in line.

When seen from overhead, this map looks like a Griffin. You start as either Tan on the Griffin's west foot, or as Teal on the wing. Teal begins with access to few resources, and must fight level 3 to 6 monsters to reach further resources. Teal's easiest escape route is to fight the level 3 creatures on the shore west of its starting town, then to buy a boat from the Shipyard directly north. Tan has easier access to mines, but is very close to Pink, and so will enter into conflict early on. If you play Tan, try to knock out Pink as quickly as possible.

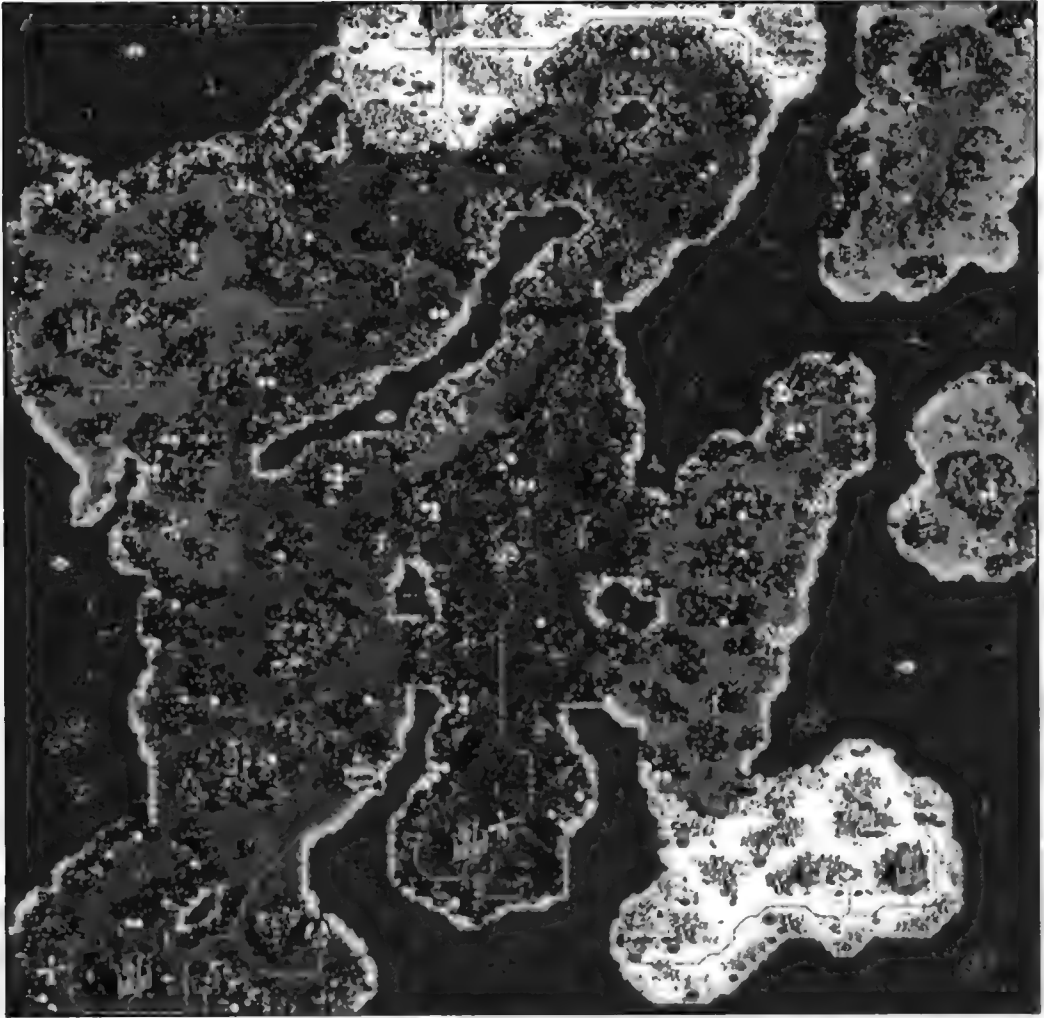
The Griffin King is at the Orange player's Castle town, located at the end of the Griffin's tail. He won't leave the Castle during the game, so you don't have to worry about him until you go to tackle him. In fact, avoid going out onto the tail until you have amassed a sizable army. As you walk down the tail, you'll be attacked by two groups of Griffins. The first army contains 60 Griffins and 20 Royal Griffins. The second has 90 Griffins and 25 Royal Griffins. The Orange Garrison beyond them is guarded by 90 Griffins and 120 Royal Griffins. That's a lot of Griffins!

All this is just a sample of what awaits you at the Orange Castle. The Griffin King starts with 240 Griffins and 180 Royal Griffins. As the Castle produces more, this number just continues to rise. The Griffin King is a high-level Druid with expert Leadership, Wisdom, Luck, and Air Magic. He will know fourth-level spells and has 262 Spell Points.

Before you go after him, you have to build a large army full of high-level creatures. The map is very resource deficient, so you'll need to hold a large portion of it before you can outproduce the Griffin King and build your forces faster than he can build his.

# Xathras's Prize

## *Surface Map*





## *Subterranean Map*



**Size:** Large

**Number of Players:** 7

**You May Play:** Red, Blue, Tan, Green, Orange, or Purple

**Alliances:** None

**Win Conditions:** Build a Grail structure at Xathras or defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

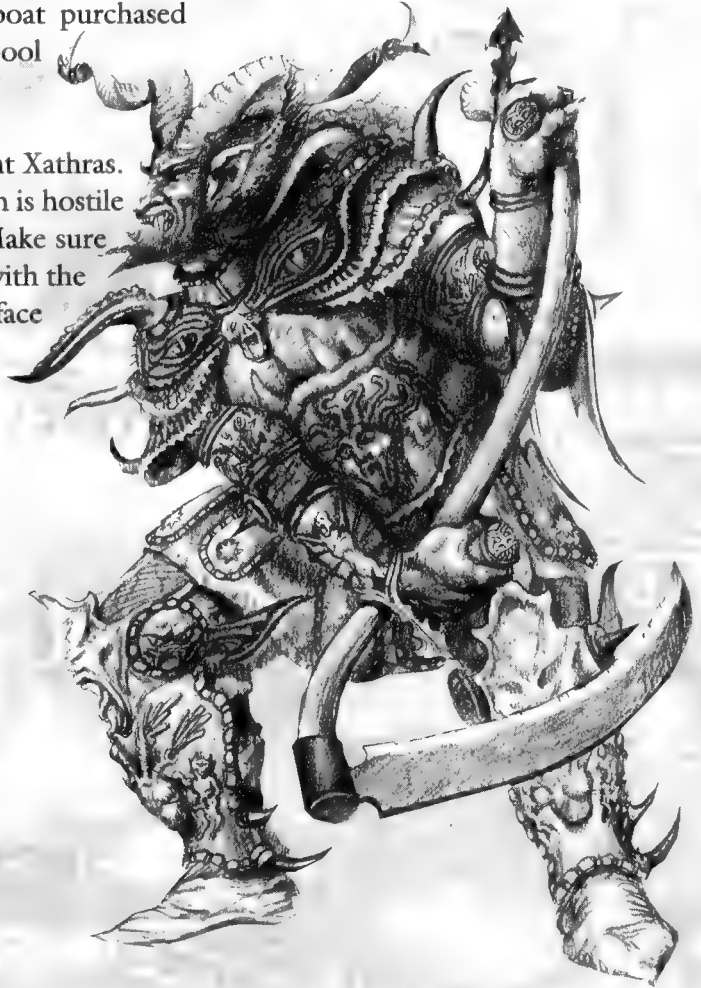
**Scenario:** The fabled Dungeon city of Xathras is searching for the Grail. To speed the search, the Council of Xathras is offering a fabulous reward to anyone who can bring the Grail to their city.



You may play one of the seven players that start on the surface map. The two towns on the subterranean layer, including Xathras (located in the southwest corner), are controlled by Tan. To win, you must either defeat all your enemies or find the Grail, conquer Xathras, and build a Grail structure there. Finding the Grail is fairly easy given that there are only two Obelisks on the map. One is located above the loch sea near the northwest part of the largest surface land mass. The other is just north of the icy region at the southeast corner of the map. Purple starts near the second Obelisk, near easily defensible mines, a Subterranean Gate, and an under-defended neutral town, and so *clearly* enjoys an advantage.

Whatever color you play, you should go visit an Obelisk early on. This will reveal half of the Puzzle Map—in all probability showing you the approximate location of the Grail. Send a Hero to go start digging for it. If you need to visit the second Obelisk, travel via a boat purchased from the nearest Shipyard. A Whirlpool gate pair connects the seas near the Obelisks.

Don't expect a warm welcome at Xathras. Despite what you might believe, Tan is hostile to you and will defend the town. Make sure that the Hero you send to Xathras with the Grail has a strong enough army to face the attacks of Tan's Heroes and to lay siege to the town.





## CHAPTER TEN *Campaign Scenarios*

*Heroes of Might and Magic III* comes with seven campaigns made up of linked scenarios. Each scenario represents a battle that takes place in a larger story line. The story is told from three points of view, following the actions of good, evil, and neutral characters. The three good campaigns follow the campaign of Catherine Ironfist. The two evil campaigns tell the tale of her enemies. The neutral story deals with mercenaries trying to take advantage of the turmoil created by the war between good and evil. Finally, there is a secret campaign that plays out a border dispute in the aftermath of the war.

You must complete the first good, neutral, and evil campaigns before you can play the second good and evil ones. These two must be finished before you can play the third good campaign. After that, the secret campaign becomes available.

Unlike the standard scenarios, the difficulty level for each campaign scenario is unchangeably preset. Although in a couple scenarios, you may choose which color you're going to play, in most cases, you won't have a choice. Starting bonuses also work differently. Rather than allowing you to choose a starting Hero, town, and resource bonus, you'll be offered two or three bonus choices. In some campaigns, you'll also have to choose the order in which you play the scenarios. The effects of scenario order selection and scenario bonus selection, as well as strategic overviews of each scenario are described below.

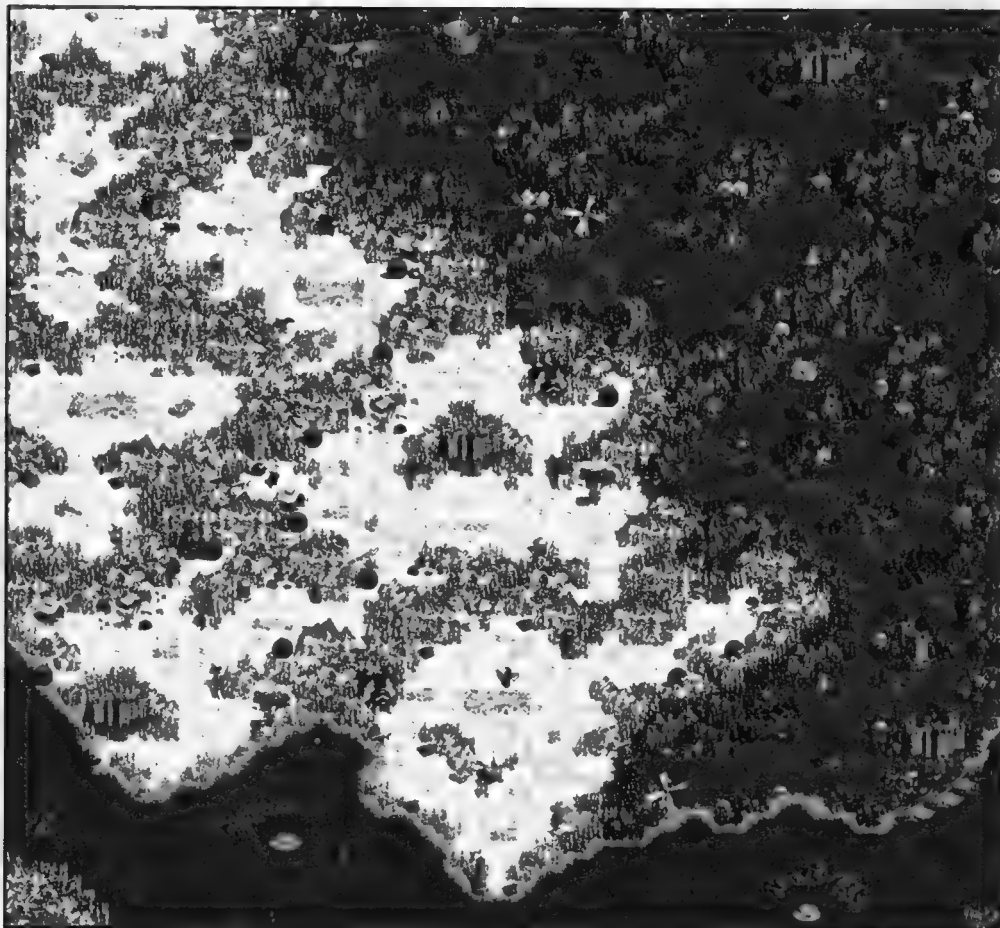
## Good Campaign One: Long Live the Queen

**Campaign Description:** Our landing has confirmed both our rumors and fears. With the death of my father, Erathia's lands are being greedily divided by her neighbors.

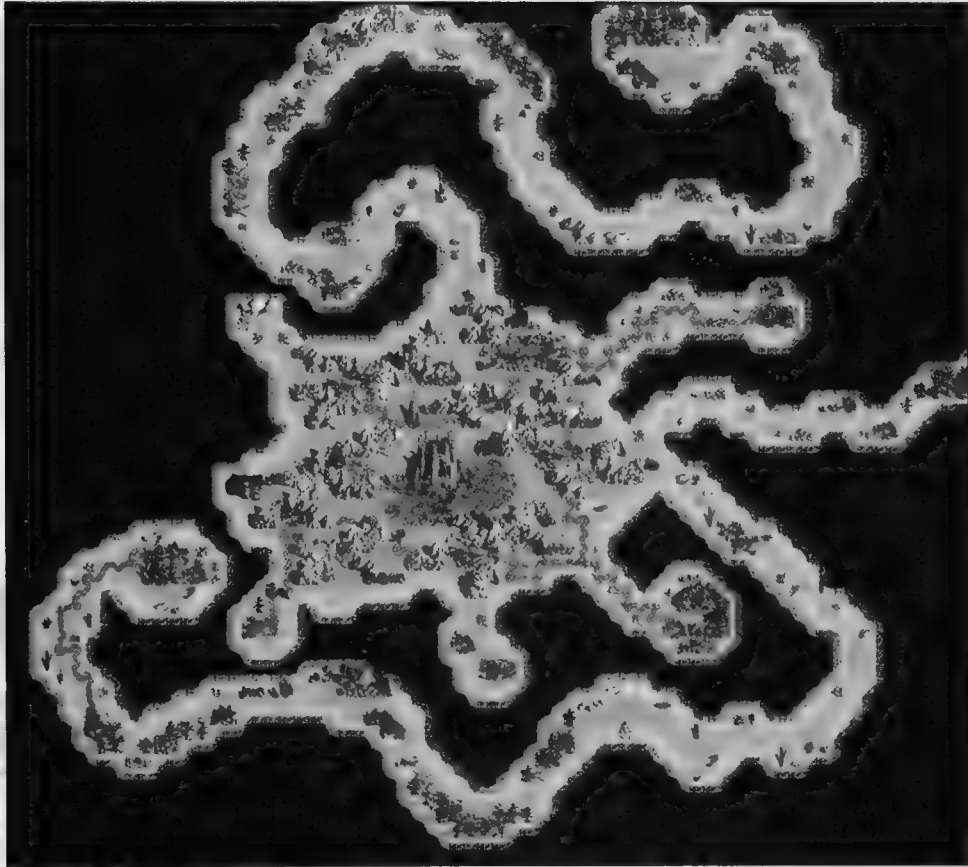
Long Live the Queen contains three scenarios—Homecoming, Guardian Angels, and Gryphon Cliff—which you must play in order. Your best four Heroes from each scenario pass onto the next.

### Homecoming

#### Surface Map



## Subterranean Map



**Size:** Medium

**Difficulty:** Easy

**Number of Players:** 2

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Capture town (Terraneus)

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** Your Heroes can't advance beyond level 6. Your four best Heroes carry over to Guardian Angels without their inventories or armies.

**Scenario Description:** To win, you must locate and capture the town of Terraneus. Your Heroes will be limited to level 6 in this scenario, but your four strongest Heroes will travel with you to the next scenario of this campaign.

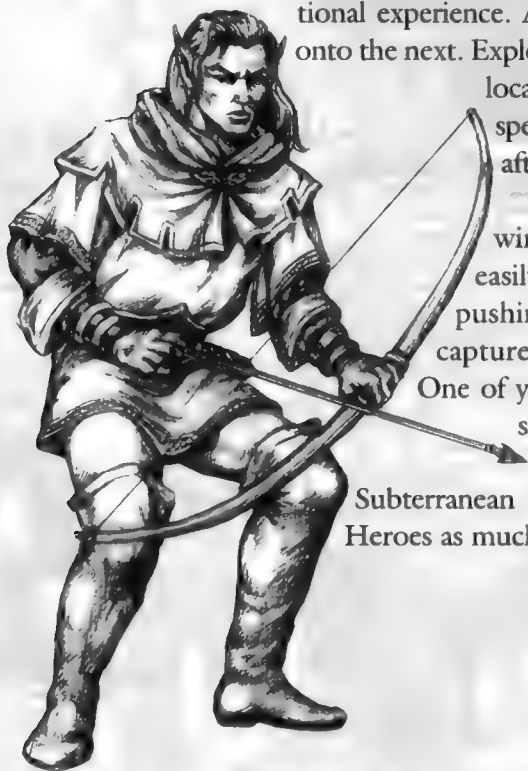
Before you start this scenario, you're offered a choice of three starting bonuses: a First Aid Tent, 14 Pikemen, or a bonus of rare resources (5 each of Mercury, Crystal, Gems, and Sulfur). Based on sheer monetary value, and because it will help you to build your starting town more quickly, you should choose the resources.

You begin this scenario as Red in the southeast corner of the surface map with one Hero (Christian the Knight), and a partially built Castle town. Nearby are four boats. Your enemy, Tan, has four towns. Three of them are strung out across the main surface land mass in a diagonal line from the southwest to the northwest corner. The fourth town, Terraneus, is located dead in the center of the subterranean map. To win, you must take Terraneus.

Surrounding Christian are some friendly Archers and Pikemen. Add them and all your town's creatures to Christian's army, and set him to Wait a small distance away from your town. Hire three more Heroes and have them give Christian all their Castle native creatures. Christian is now your starting general.

Before you win this scenario, you want to build your four Heroes up as much as possible because they'll appear in the next one. After you get Christian up to level 6, transfer his army to one of your other Heroes. You should now treat this Hero as your general, because Christian will no longer gain benefits from additional experience. As each Hero reaches level 6, transfer generalship onto the next. Explore the map thoroughly, and have your Heroes visit locations that give them free skills, skill bonuses, and spells. Doing so lets them advance their development after they stop gaining levels.

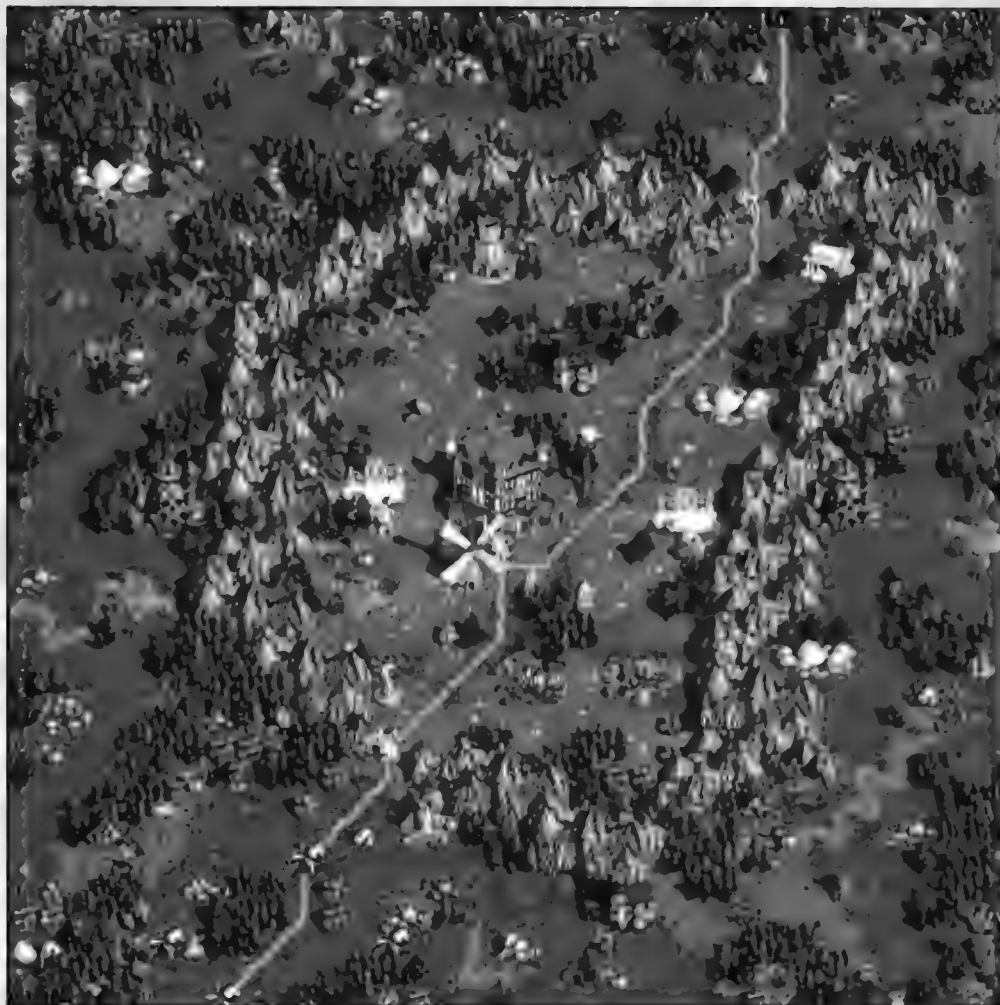
There's nothing particularly difficult about winning this scenario. You can take the surface map easily by taking Tan's southernmost town and then pushing northward. Build up the Mage Guilds of captured towns to give your Heroes access to more spells. One of your Heroes should develop Scholar so that he or she can teach spells to new Heroes in the next scenario. Terraneus is reachable through several Subterranean Gates. Again, just make sure you pump up your Heroes as much as you can before taking the town.



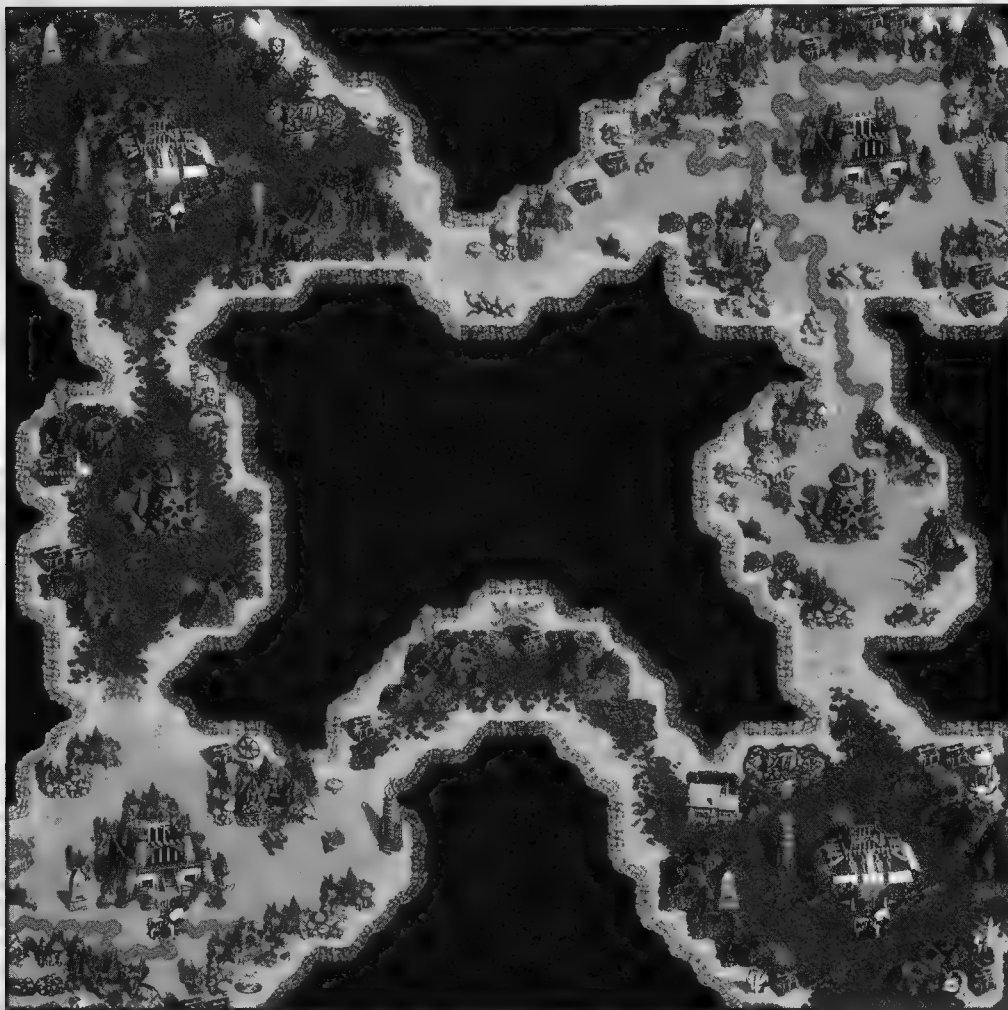


## *Guardian Angels*

### *Surface Map*



### *Subterranean Map*



**Size:** Small

**Difficulty:** Normal

**Number of Players:** 2

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** You start with the best four Heroes from Homecoming. Hero advancement is limited to level 12. Your best eight Heroes pass onto Gryphon Quest without their inventories or armies.



**Scenario Description:** To win, you must capture all enemy towns and castles and defeat all enemy heroes. Your Heroes will be limited to level 12 in this scenario, but your six strongest Heroes will travel with you to the final scenario in the campaign.

This scenario's starting bonus options are 1 Angel, 12 Zealots, or a Scroll of Prayer artifact. The Angel is more powerful than the Zealots, so it really comes down to a choice between it and the Scroll. The Angel is probably better, definitely so if your Heroes already have Prayer, but this depends on your play style.

Your four best Heroes from the last scenario start out at the south end of the surface map with no starting town. Tan has four towns located at the corners of the subterranean map. You will have to take Tan's town to win, but first you must get a town of your own. Fortunately, there's one nearby, located at the center of the surface. As you approach it from the south, you come across Angels and Archangels. The ones to the south, east, and west of the town offer to join you. Gather them together in a single army and then use them to take the town and the nearby Portals of Glory. Each Portal allows you to recruit one Angel per week.

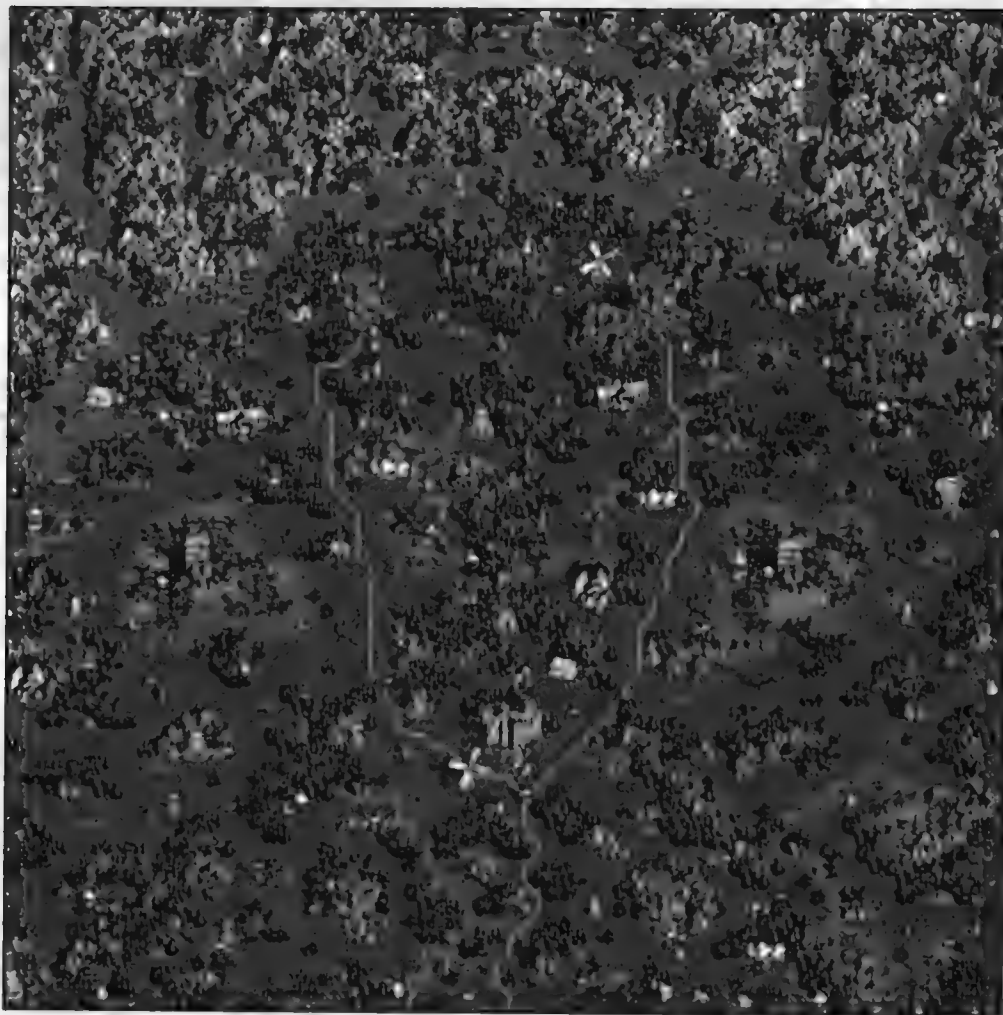
As the game progresses, guard your surface town and the Portals of Glory well. Because the game is set on easy difficulty, the AI won't build its own level 7 generators. If you can maintain the advantage of being the only player with level 7 creatures, you should win with ease.

This scenario's main challenge lies in building up your Heroes. You want to build up eight of them to the highest level possible because they'll pass onto the next scenario. Experience is in short supply on this map, so you may want to leave a couple enemy towns intact for a while so you can fight their armies for experience.

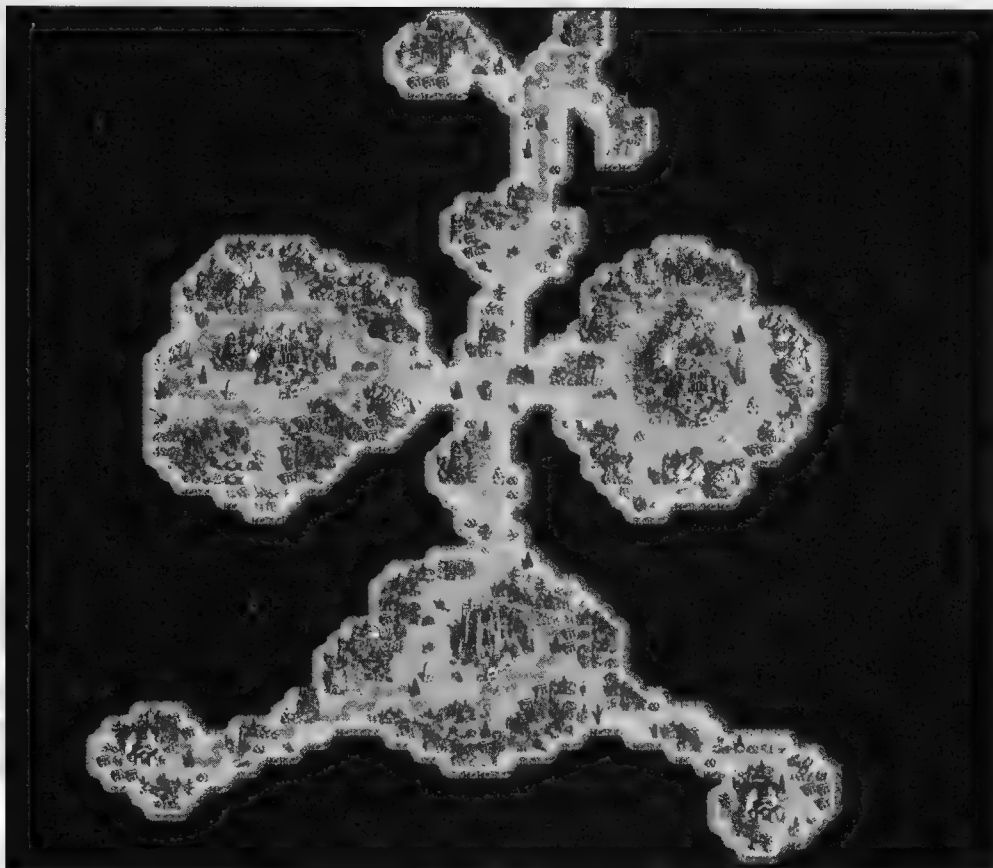


## Gryphon Cliffs

### Surface Map



## Subterranean Map



**Size:** Medium

**Difficulty:** Normal

**Number of Players:** 3

**You May Play:** Red

**Alliances:** Tan/Orange

**Win Conditions:** Flag all creature generators (seven Griffin Towers)

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** You start with your best eight Heroes from Guardian Angels.

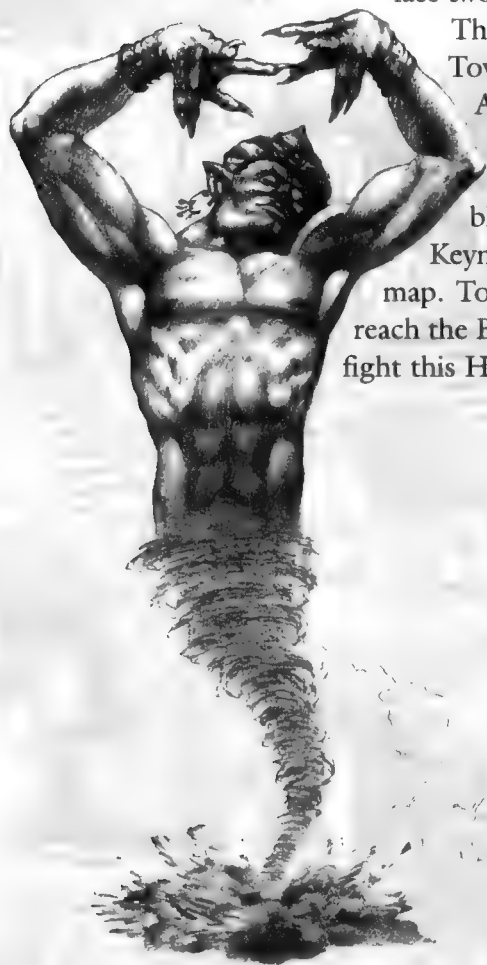
**Scenario Description:** To win, you must locate and flag all seven Griffin Towers.

Your starting bonus options for this scenario are three different artifacts. Take the Endless Sack of Gold! Town development and creature generation are very important in this scenario, and the extra income will help you more than the combat bonuses offered by the other artifacts.

You start off on the surface map in a triangular territory at the bottom of the map with passes blocked by Hell Hounds. Tan has four towns to your north, and Orange has three towns in the large caves on the subterranean level. Four Subterranean Gates give Orange good access to the middle and north parts of the surface. The seven Griffin Towers you must flag to win are in canyons on the northern edge of the surface map.

This scenario is quite a bit more difficult than the previous two. You face an alliance of seven towns, and your enemies are far less contained. You want to rapidly cut down the odds against you. Do this by taking one of Tan's southern towns as early as possible. The one to your northeast is in a slightly more defensible position, so it's the better one to take. Once you do this, you have to guard the town and develop it rapidly to keep it. You should then take the Tan town north of the first town. This town gives you a rallying point near the Griffin Towers. As you approach either of the northern Tan towns, you'll be ambushed by a large Inferno army, so make sure you're ready to face two tough battles to take it.

The two easternmost and the two westernmost Griffin Tower canyons are guarded by well-stocked Garrisons. After you defeat them, stock the Garrisons with your own troops to keep the enemy from taking them back. The three remaining Griffin Towers are in a larger canyon blocked by a red Border Guard. The Border Guard's red Keymaster's Tent is near the northwest corner of the surface map. To reach it, you have to fight a stationary Tan Hero. To reach the Border Guard, you have to fight another Hero. After you fight this Hero, flag the Griffin Towers to finish the campaign.



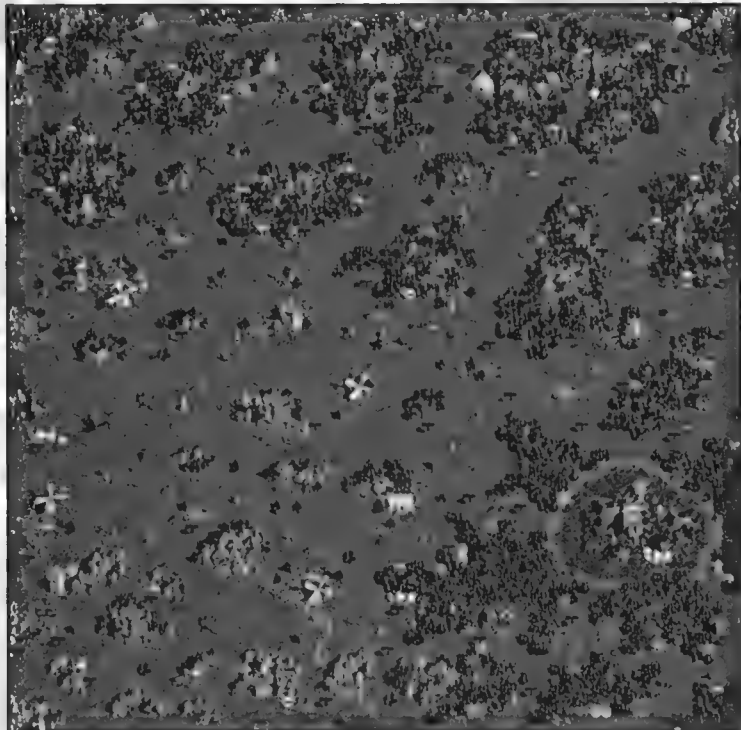
# Evil Campaign One: Dungeons and Devils

**Campaign Description:** Erathian history has never recorded the fall of Steadwick to her enemies. Today, we start a glorious campaign to forever change this fact. No longer will we allow Erathia to hamper our religious and economic ways of life. We have the element of surprise. We'll soon have victory as well!

Dungeons and Devils contains three scenarios—A Devilish Plan, Groundbreaking, and Steadwick's Fall. You may play A Devilish Plan and Groundbreaking in either order, but must play them both before playing Steadwick's Fall. When you start Steadwick's Fall, you may choose to play it starting with the eight best Heroes from A Devilish Plan, or the best eight Heroes from Groundbreaking.

## *A Devilish Plan*

### *Surface Map*



### Subterranean Map



**Size:** Medium

**Difficulty:** Easy

**Number of Players:** 2

**You May Play:** Tan

**Alliances:** None

**Win Conditions:** Defeat a specific monster (Gold Dragon on subterranean level)

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** Your Heroes are limited to reaching level 12. Your best eight Heroes are available at the start of Steadwick's Fall without their armies or inventories.

**Scenario Description:** To win, you must find and kill the Gold Dragon Queen. Although your Heroes are limited to level 12 in this scenario, your eight strongest Heroes will be available to you in the final scenario of this campaign.

Before the scenario starts, you're offered a choice of a Scroll of Slayer, Armor of Wonder, or 100 Imps. Because you'll fight several battles with Dragons, the Scroll of Slayer is a good choice.

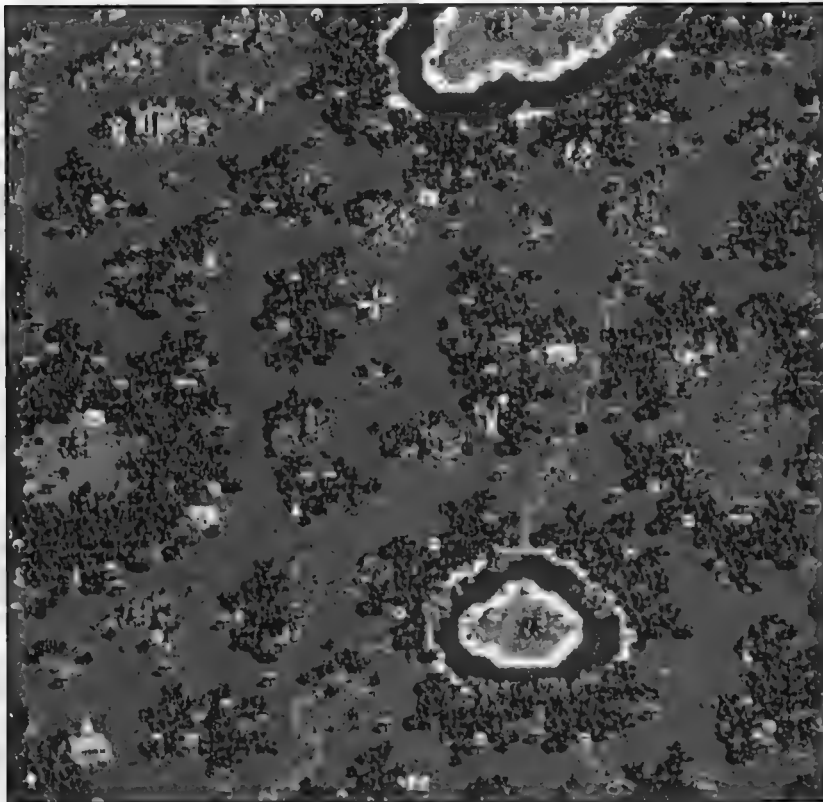
You start as Tan at the southeast corner of the surface map. Red has four towns to your northwest. To win the scenario, you must kill the single Gold Dragon located on the lower level, which is accessible from a single Subterranean Gate located at the northeast corner of the surface map. Access to the gate is blocked by a green Border Guard Tower. Its green Keymaster's Tent is located at the southwest corner. Access to the tent is blocked by a red Border Guard, whose Keymaster's Tent is just southeast of your starting town.

Red's four towns gives it an initial advantage that you want to diminish quickly. There's a lightly guarded neutral town just southwest of your starting town. Taking it early will help balance things out. Keep driving west. You have to go there anyway to reach the green Keymaster's Tent, and you can take Red's town located in the southwest corner.

After you even out town ownership, this scenario is easy to win because of its low difficulty setting. You don't want to do so immediately if you want to use this scenario's Heroes in the campaign's last scenario. This scenario's Heroes will be mostly Demoniacs and Heretics. The Heroes from Groundbreaking will mostly be Overlords and Warlocks. If you want to use this scenario's Heroes, develop them by clearing out the surface map entirely before going after the Gold Dragon.

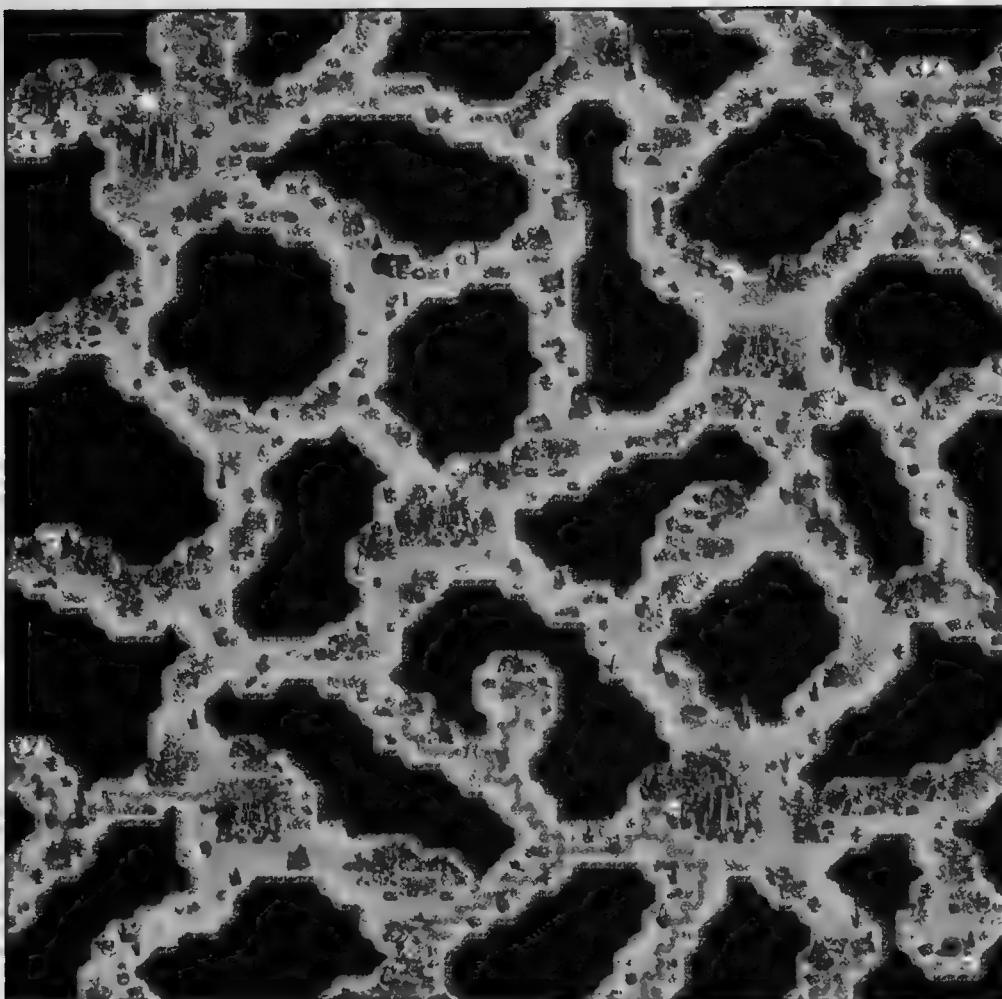
## Groundbreaking

### Surface Map





## Subterranean Map



**Size:** Medium

**Difficulty:** Easy

**Number of Players:** 2

**You May Play:** Tan

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** Your Heroes are limited to reaching level 12. Your best eight Heroes are available at the start of Steadwick's Fall without their inventories and armies.



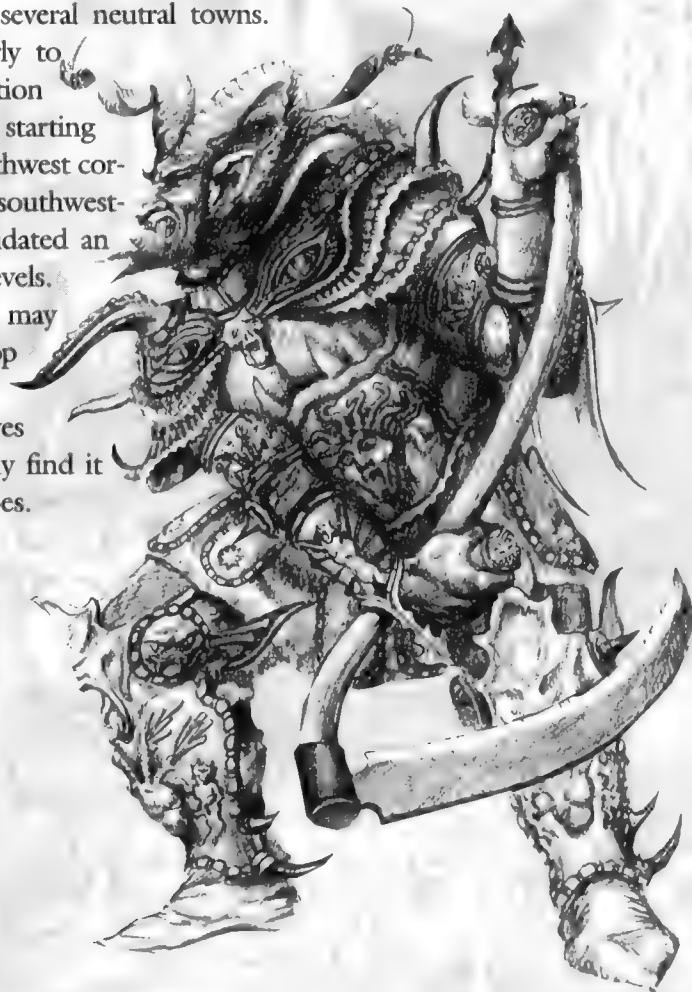
**Scenario Description:** To win, you must capture all enemy towns and castles and defeat all enemy heroes. Although your Heroes are limited to level 12 in this scenario, your eight strongest Heroes will be available to you in the final scenario of this campaign.

Your starting bonus options are upgrades to your starting town, a Dungeon. The Academy of Battle Scholars is the best choice because it gives Heroes you hire an immediate level increase.

You start as Tan with a single Dungeon at the southeast corner of the subterranean level. Red has four towns on the surface. There are several Subterranean Gates scattered around the map that give both players easy access to each other. You don't have to worry about attacks coming from the gate directly next to your town because it links to an area on the surface unreachable by Red. Red does have good access to the three gates strung in a diagonal line, southwest to northeast across the subterranean level.

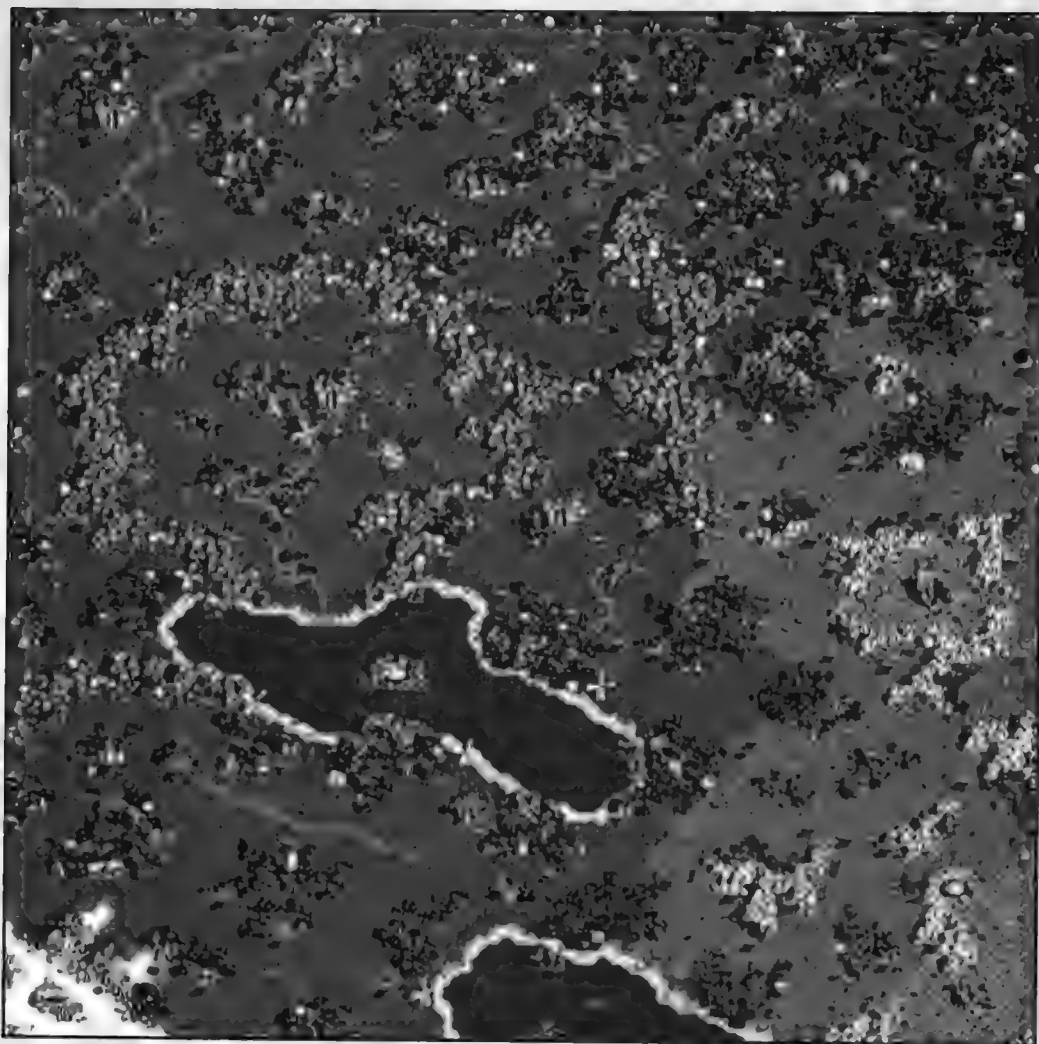
The subterranean level contains several neutral towns. You should take a few of them early to counterbalance Red's initial production advantage. If you go west from your starting position, you'll find a town in the southwest corner. If you can take it and then Red's southwestern surface town, you'll have consolidated an area along the bottom edges of *both* levels.

As with *A Devilish Plan*, you may choose to start with Heroes you develop on this scenario in *Steadwick's Fall*. Because winning this scenario involves fighting many battles, you'll probably find it easier to develop this scenario's Heroes.



## Steadwick's Fall

### Surface Map



## Subterranean Map



**Size:** Large

**Difficulty:** Normal

**Number of Players:** 2

**You May Play:** Tan

**Alliances:** None

**Win Conditions:** Capture a specific town (Steadwick)

**Lose Conditions:** Time expires (month 4, week 1, day 1), or lose all your towns and Heroes

**Special Rules:** You start with your Heroes from either Groundbreaking or A Devilish Plan.

**Scenario Description:** To win, you must capture the city of Steadwick within three months.

You may choose to start with the Heroes you developed in either Groundbreaking or A Devilish Plan. If one of the groups of Heroes is more powerful, you should choose it, otherwise choose the Heroes from A Devilish Plan, because they'll make best use of the Inferno town that's closer to your front lines than the Dungeon town.

You start this scenario with three towns—the aforementioned Dungeon and Inferno, and a Castle. The Castle is undeveloped, while the others begin with their basic level 1 to 3 creature generators already built. The Dungeon is located in a small cavern on the subterranean level's southeast corner, and the Castle and Inferno are similarly located on the surface. Red starts with four towns on the surface. There are two Red Castles near the middle of the map. Steadwick is the northwest one of the pair. Neutral towns sit in the surface map's northeast and southwest corners.

You start with an initial advantage in creature production and the starting armies of eight Heroes. You should use your superior forces to advance early. Drive west to grab Red's southernmost town and the southwestern neutral town. Meanwhile, build up your Inferno town as quickly as possible. You want to start working toward Steadwick as soon as possible. You lose if you fail to take the town within three months, which isn't really that much time.

To reach Steadwick, you have to fight one or two of Red's Garrisons, which start out with large armies of level 1 to 5 Castle creatures. Guarding Steadwick itself is General Kendal, a high-level Knight with a good mix of skills and artifacts. (It may be a good idea to get around him rather than fighting him.)

## Neutral Campaign One: Spoils of War

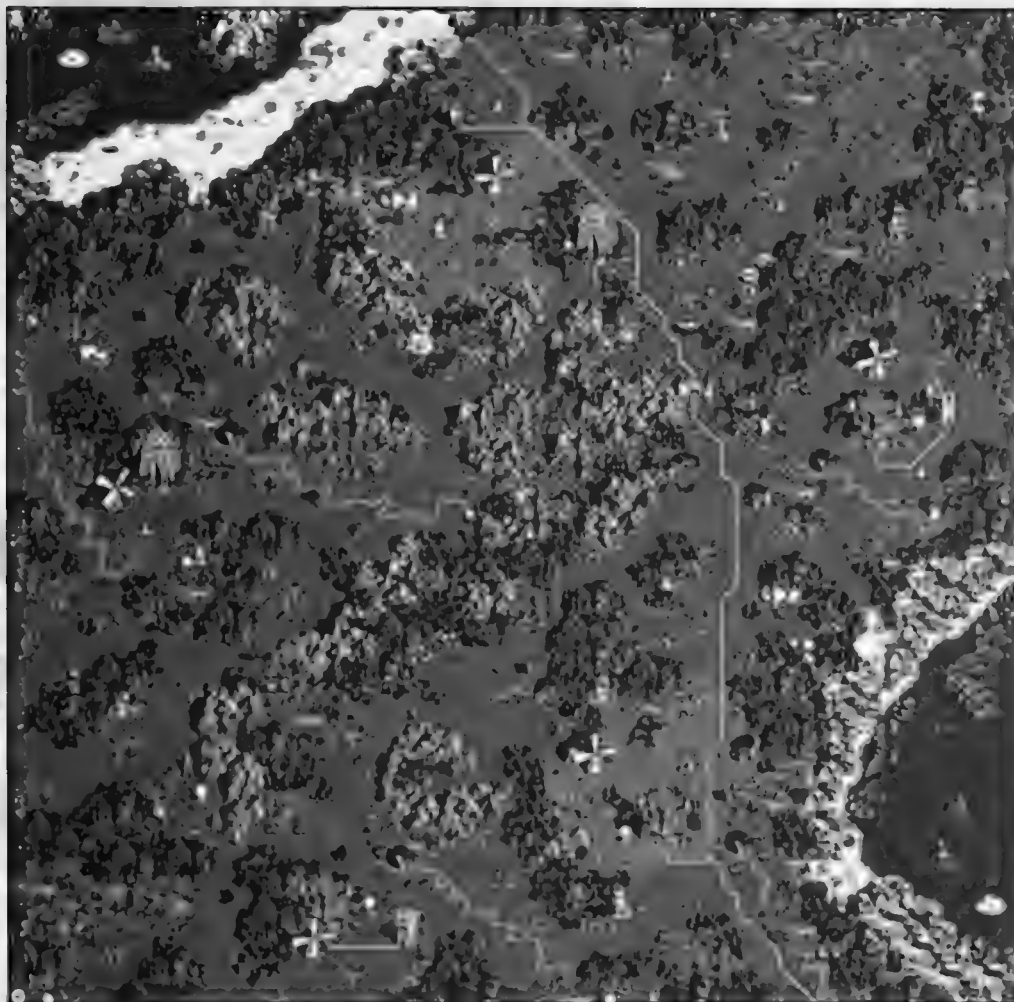
**Campaign Description:** In times of strife, your mercenary ways will earn you great rewards. With Erathia collapsing under the weight of the Nighon onslaught in the east, the opportunity for some land grabbing has presented itself in the west. Erathia's lands are ours for the taking.

The Spoils of War campaign contains three scenarios, Borderlands, Gold Rush, and Greed. You may play Borderlands and Gold Rush in any order, but must play both before moving on to Greed. In Greed, you may start with the Heroes you develop in either Borderlands or Gold Rush.



## Borderlands

### Surface Map



**Size:** Medium

**Difficulty:** Easy

**Number of Players:** 2

**You May Play:** Blue

**Alliances:** None

**Win Conditions:** Flag all mines

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** Your Heroes won't advance past level 12. Your eight best Heroes will be available in Greed without their inventories or armies.

**Scenario Description:** To win, you must flag all mines. Your Heroes will be limited to level 12 in this scenario, but your eight strongest Heroes will be available to you in the final scenario of this campaign.

Instead of starting bonuses, you may choose your starting Hero in this scenario. Your choices are: Korbac the Beastmaster, who's specialty is leading Dragon Flies; Verdish Witch, who specializes in First Aid; or a random Fortress Hero. Which one you choose is really a matter of personal preference.

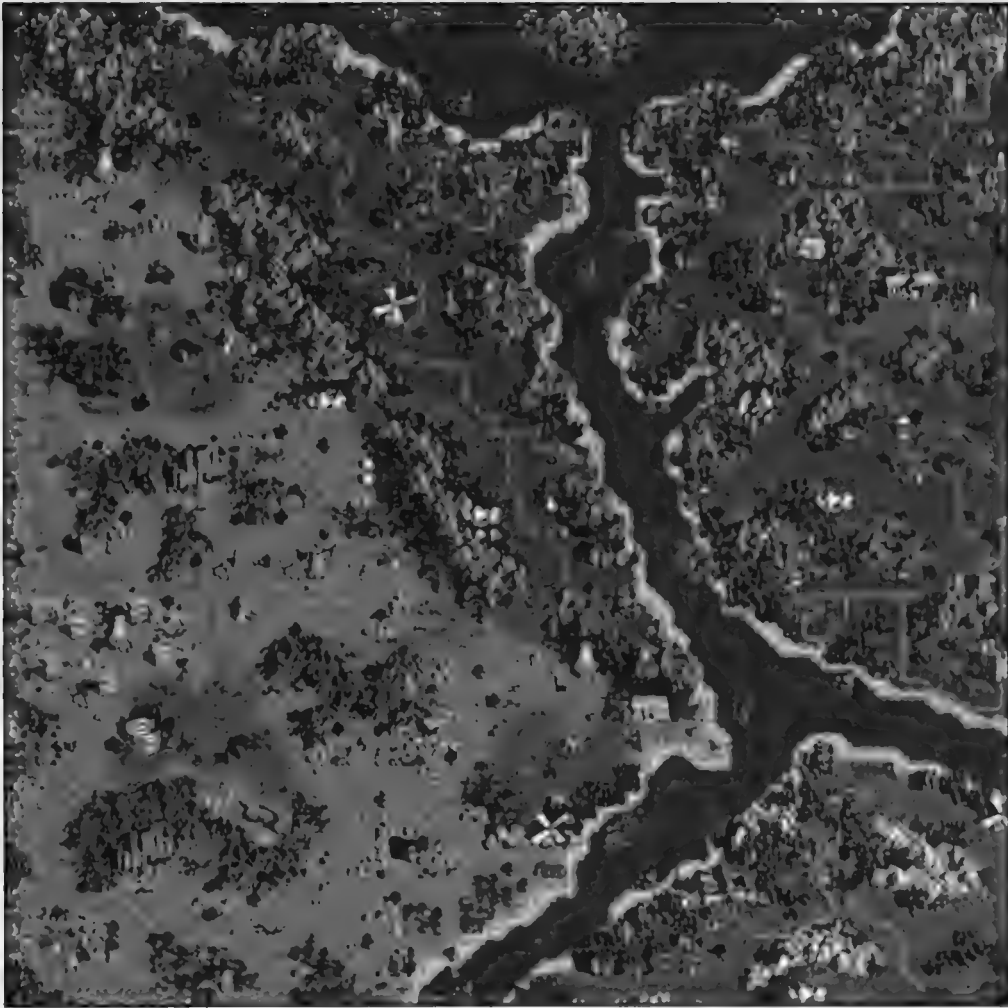
You start this scenario with two Fortress towns in a large territory on the northwest area of this one layer map. Red, who has three towns on the southeastern half of the map, has an easy route to you through the Garrison just south of your starting town. If you can take this Garrison and reinforce it with your own forces, you can block Red's access to your territory. You can easily accomplish this on the first turn by consolidating the armies of your town and a couple of newly hired Heroes. Additionally, the first Hero to move away from the town receives 20 Gnolls, and you can recruit more from the Gnoll Hut on your route to the Garrison. Take out the 12 Marksmen and 10 Pikemen at Red's Garrison, and then transfer your victorious army to the Garrison to hold it.

After that, you have free rein in your local territory. Except for the Garrison pass, the two halves of the map are entirely separated by obstacles. There's one other pass blocked by a pair of Border Guard Towers. You can pass one, and Red can pass the other. If you don't go through yours, Red can't reach you by that route. The other route between you is through the Whirlpools that exit at the northwest and southeast corners. But you shouldn't worry—you have the only boat in your territory. This means that you can build up your forces before going out to meet the enemy. Your best route of attack is through the Whirlpool.

To win this map by flagging all the mines, you'll probably have to almost completely defeat Red first. Because Greed's terrain is mostly swamp, you should plan to develop your Heroes from Borderlands to bring over to Greed because Fortress creatures get a native terrain bonus on swamp terrain during combat. The Witches and Beastmasters from this scenario will make best use of the Fortress creatures in Greed.

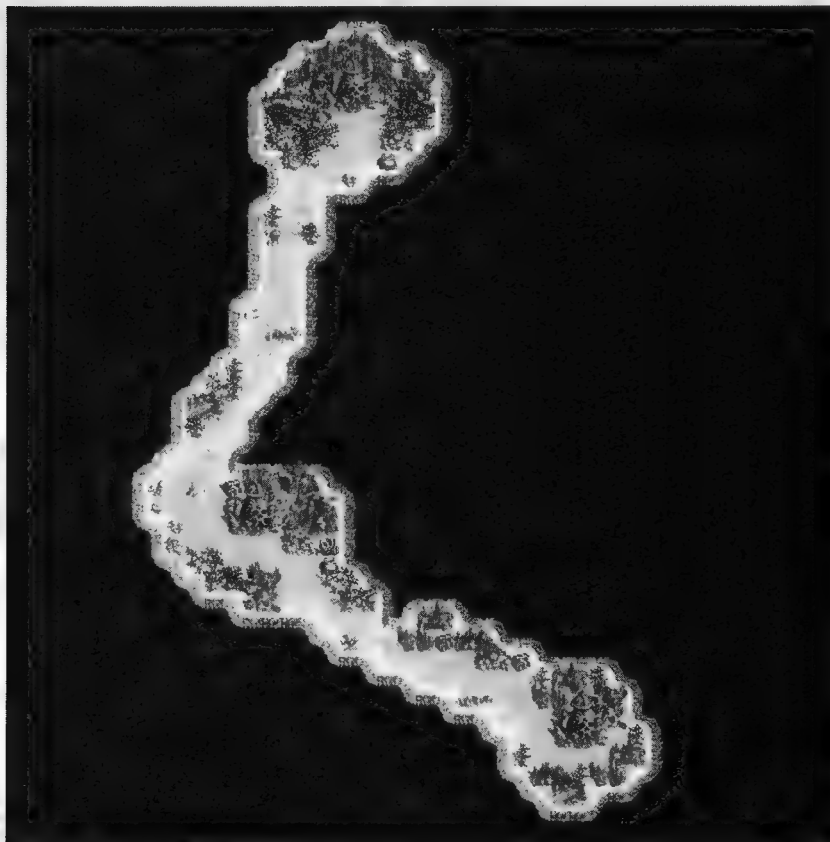
## Gold Rush

### Surface Map





### *Subterranean Map*



**Size:** Medium

**Difficulty:** Easy

**Number of Players:** 2

**You May Play:** Purple

**Alliances:** None

**Win Conditions:** Accumulate 200,000 Gold

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** Your Heroes can't advance beyond level 12. Your eight best Heroes will be available at the start of Greed without their armies or inventory.

**Scenario Description:** To win, you must accumulate 200,000 Gold. Your Heroes will be limited to level 12 in this scenario, but your eight strongest Heroes will be available to you in the final scenario of this campaign.



Your starting bonus choices in this scenario are: three Thunderbirds, one Cyclops Lord, or one Ancient Behemoth. Take the Behemoth. You can quickly develop your towns to gain the others, and the Behemoth will serve you best in the early game.

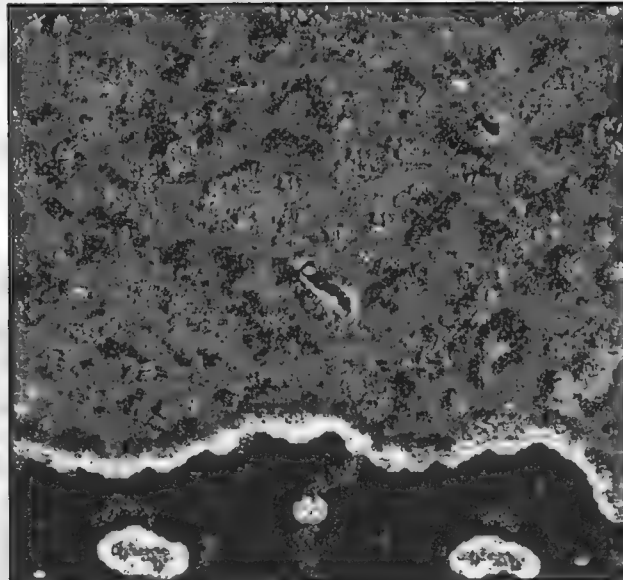
Playing Purple, you start with two Stronghold towns on the western surface landmass. Between your towns is a group of Goblin Barracks and an Orc Tower that you control. Red has one town at the northeast shore of the western landmass and three towns on the two eastern lands. A tunnel on the subterranean level connects the three landmasses. The scenario's sole Shipyard is on the southeast shore of the western land.

Because you have all those Goblin Barracks, you can rapidly build a massive army of Goblins. You should do this early and take out the Red town sharing the western land with you. This doesn't secure your territory, however, because Red has easy access to the subterranean tunnel. So, you should also guard the Subterranean Gate to your west. Succeed at these two tasks, and you'll have breathing room to develop.

Clear out the eastern lands one at a time. If you eliminate Red, the game doesn't necessarily end. To win you must accumulate 200,000 Gold. You can use this Gold to easily develop your Heroes. Keep your Gold total below the winning level by purchasing resources in your Marketplace. As long as you do this, you can run your Heroes around the map to visit skill-boosting locations.

## *Greed*

### *Surface Map*



**Size:** Large

**Difficulty:** Normal

**Number of Players:** 3

**You May Play:** Purple or Blue

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** You start with the Heroes you developed in either Gold Rush or Borderlands.

**Scenario Description:** To win, you must capture all towns and castles and defeat all enemy heroes. Regardless of which side you choose, the other will forever consider you a traitor.

Instead of a starting bonus, you may choose to play this scenario as Purple with the Heroes you developed in Greed, or as Blue with the Heroes from Borderlands. If one group of Heroes was particularly strong at the end of their scenario, choose them. Otherwise, choose your Borderlands Heroes. Blue starts out in a more easily developed corner position and your Fortress-based armies will receive a terrain bonus on the swampy terrain of this map.

Blue starts in the northwest corner, Purple in the southwest corner, and Red in the middle. Each player starts with three towns, but Red starts with an initial creature production advantage because it controls several Adventure Map creature dwellings. Both Blue and Purple have well-stocked Garrisons blocking Red's access to them. They also have many neutrally flagged Adventure Map creature dwellings nearby. As either player, you should flag your local creature dwellings so you can stay on par with Red.

On the shore near Blue's and Purple's territories are Shipyards. Get to yours as soon as you can. Red has a Whirlpool Gate placed right near its starting town. As soon as you can, send an army through the Whirlpool to take Red's main town. Once you do this, you should be able to eliminate Red in short order.

Once you've taken Red, your production advantage will be enough to ensure your victory over the remaining player.

## Good Campaign Two: Liberation

**Campaign Description:** We've established a solid foothold in Erathia, but the nation lies in near ruin. We start by freeing the capital city of Steadwick, and we don't stop until every invader has been driven from our lands!

Liberation contains four scenarios—Steadwick's Liberation, Deal with the Devil, Neutral Affairs, Tunnels and Troglodytes. You start by playing Steadwick's Liberation, then Deal with the Devil and Neutral Affairs in either order. Then you play Tunnels and Troglodytes.

In Steadwick's Liberation, you can find an artifact, the Badge of Courage. If you do, it carries over to the next scenario, either Neutral Affairs or Deal with the Devil. In these scenarios and in Tunnels and Troglodytes, artifacts are used as the password for certain Border Guards. Which scenario you choose after Steadwick's Liberation decides which Border Guards in the following scenarios you're able to pass.

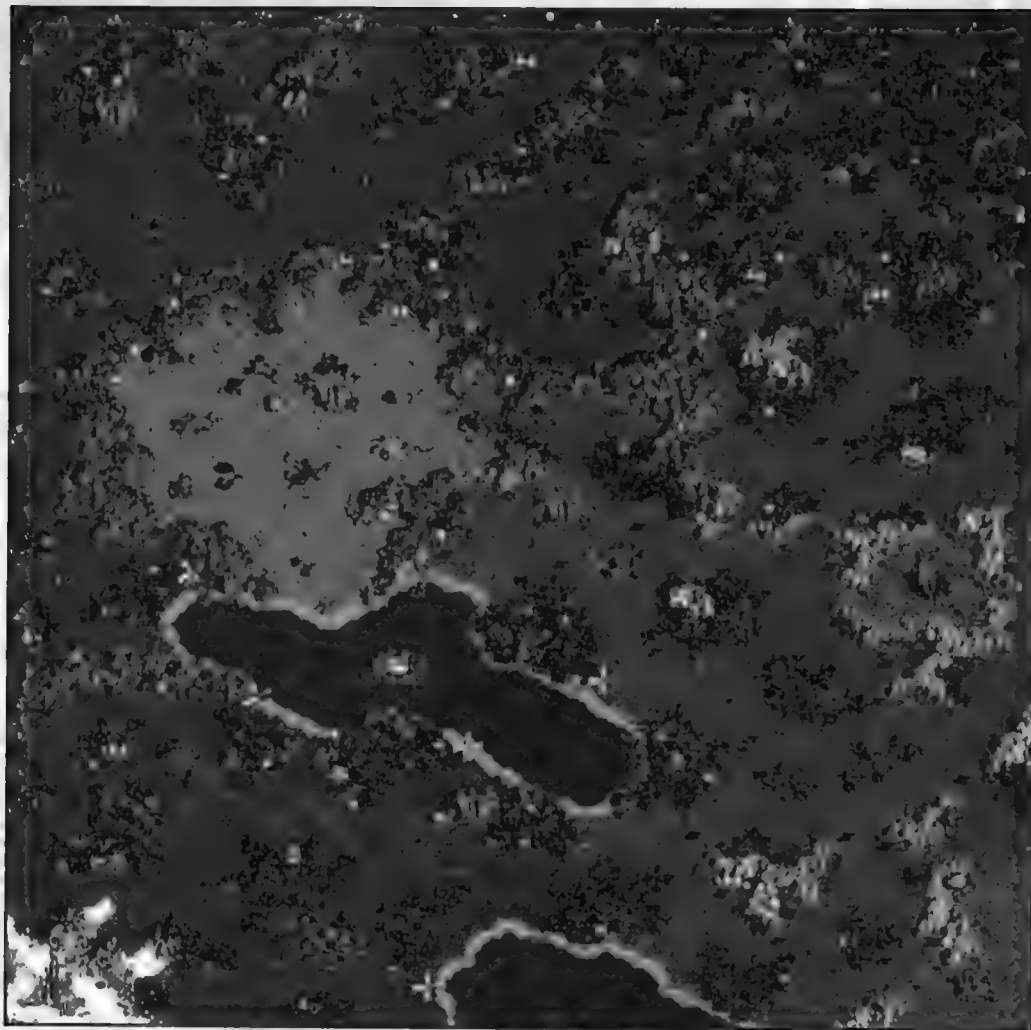
In Neutral Affairs, the Bird of Courage allows you to get past the blue Border Guard to get to the Pendant of Life. The Pendant of Life (but not the Badge of Courage) will come with you to Deal with the Devil, which you can use to get past the Border Guard blocking access to the Speculum, which passes onto Tunnels and Troglodytes. There, you can use the Speculum to get past the tan Border Guard to get the Sentinel's Shield (+12 Defense, -3 Attack).

If you take the Bird of Courage to Deal with the Devil, you can use it to get past the blue Border Guard there and obtain the Charm of Mana artifact. The Charm of Mana will follow you to Neutral Affairs, where you can use it to get past the red Border Guard, behind which is the Spyglass. The Spyglass will allow you to get past the blue Border Guard in Tunnels and Troglodytes to get the Thunder Helm (+10 Knowledge, -2 Power).

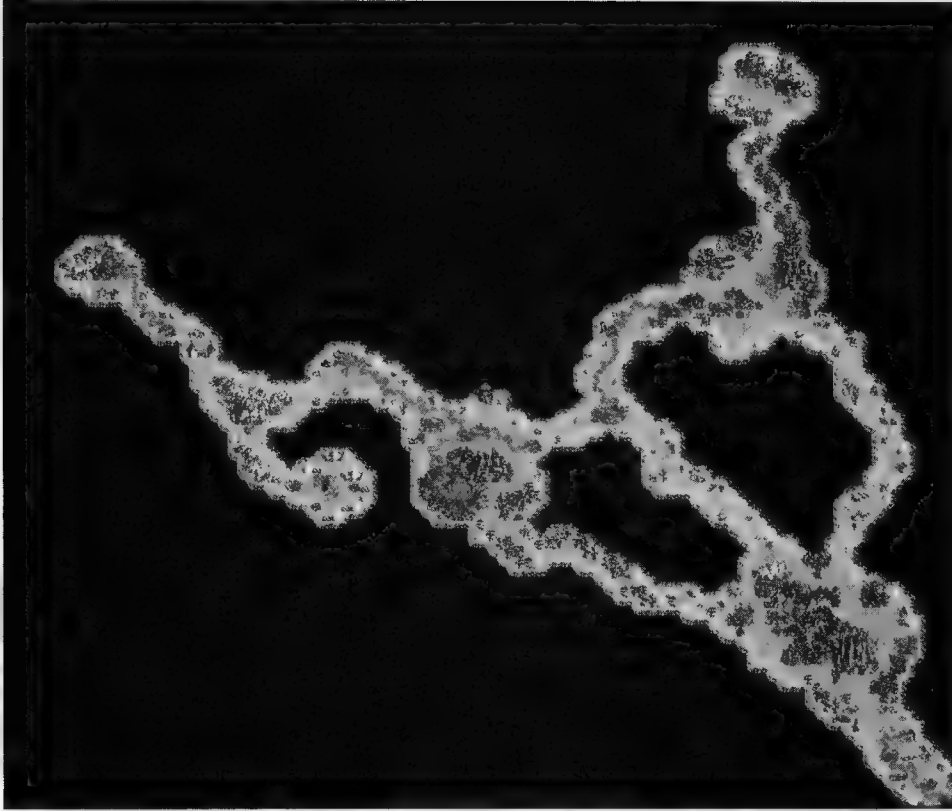


## *Steadwick's Liberation*

### *Surface Map*



## Subterranean Map



**Size:** Large

**Difficulty:** Normal

**Number of Players:** 2

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Capture a specific town (Steadwick)

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** If you find the Ladybird of Luck, it follows you to the next scenario.

**Scenario Description:** To win, you must capture the city of Steadwick. Seek out the Seer—completing the Seer's quest will allow you to carry the reward to the next scenario.

Your starting bonus choices for this scenario are: 10,000 Gold, two Titans, or two Archangels. Take the Archangels. They'll allow you to take one of your opponent's

towns in the early game. They're preferable to the Titans because you want to build up the Archangels' native Castle.

You start as Red in a fairly isolated position in the southwest corner of the surface map with a Tower town and a Castle. You also control an inaccessible Portal of Glory. Tan controls two towns on the surface and three on the subterranean levels. There are neutral towns in the northern corners of the surface map. To win, you must take the Tan town, Steadwick. Steadwick starts with upgraded level 1 to 6 creature generators and is located in the area of rough terrain north of the lake nearest the center of the map. It's surrounded by mountains and is only accessible from the Subterranean Gate in the westernmost tunnel of the lower level.

You can't reach your Portal of Glory to directly recruit Angels from it, so it only benefits you by giving you an Angel production bonus in your Castle towns. For this reason, you want to concentrate on building up your starting Castle.

Because Tan's number of towns gives it a large production advantage, you want to take steps to even things out early on. Take your starting bonus Archangels east and capture the Tan Castle in the southwest corner of the surface map. You have to leave the Archangels there to protect it, so that's how far you can safely expand in the first week.

Remember that your goal is to take Steadwick, *not* to take out Tan. All you have to do is make an army strong enough to run the gauntlet to Steadwick. As soon as you can, build your Castle's upgraded Portal of Glory. As you advance your general, keep in mind that Speed will allow him or her to get past the necessary Tan towns on the route to Steadwick. Therefore, if you get the opportunity to advance Pathfinding or Logistics, or both, do so.

Build up your general's army with the fastest Castle creatures—leave your Halberdiers, Marksmen, and Crusaders at home. Your nearest Subterranean Gate is guarded by Black Dragons, so run the army up to the gate near the northwest corner. On the subterranean level, avoid battles with enemy Heroes. You want to reach the western Subterranean Gate with your army intact. Hit the surface and take Steadwick.

To get the Badge of Courage, you must rescue General Kendal from the Prison near the northwest surface corner. He has the Ladybird of Luck, which you must bring to the Seer's Hut due west of your starting Castle. The Seer will swap the Ladybird for the Badge of Courage. The Badge will follow you to the next scenario.

## *Deal with the Devil*

### *Surface Map*



**Size:** Medium

**Difficulty:** Normal

**Number of Players:** 2

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Capture a specific town (Kleesive)

**Lose Conditions:** Lose all your towns and Heroes



**Special Rules:** If you found the Badge of Courage or the Pendant of Life in the previous scenario, the one you found follows you here. If you find the Charm of Mana or the Spyglass, they go with you to the next scenario.

**Scenario Description:** To win, you must capture the city of Kleesive. Some Border Guards can be passed only if a Hero carries a quest artifact from a previous scenario, but the artifact beyond the Border Guard will travel with you to the next scenario.

Your starting options for this scenario are a Scroll of Ice Bolt, Precision, or Protection from Fire. Which one you take is pretty much a toss-up because you start with a random Hero. Precision would be more valuable to a Hero of might, and Ice Bolt is more useful to magic-oriented Heroes. Just choose the spell you like best.

You start as Red with three towns on the west side of the map. Two of your towns are Castles in the southwest corner, and one is a Rampart in the northwest corner. Interestingly, the Rampart is isolated from the others by a row of mountains. Tan has five towns in the volcanic area to the east. Kleesive, which you must capture to win, is the Tan Inferno located at the middle of the map's eastern edge. At the center of the western edge are blue and green Border Guards. If you have the Badge of Courage from Steadwick's Liberation, you can get past the blue Border Guard to get the Charm of Mana. If you have the Pendant of Life from Neutral Affairs, you can get past the green Border Guard to get the Spyglass.

Because your two sets of towns can't offer each other mutual support, you have to develop your northern Rampart and one of your southern Castles simultaneously. Because it's simpler to amass large armies in the south, you should only develop the Rampart with self-defense in mind.

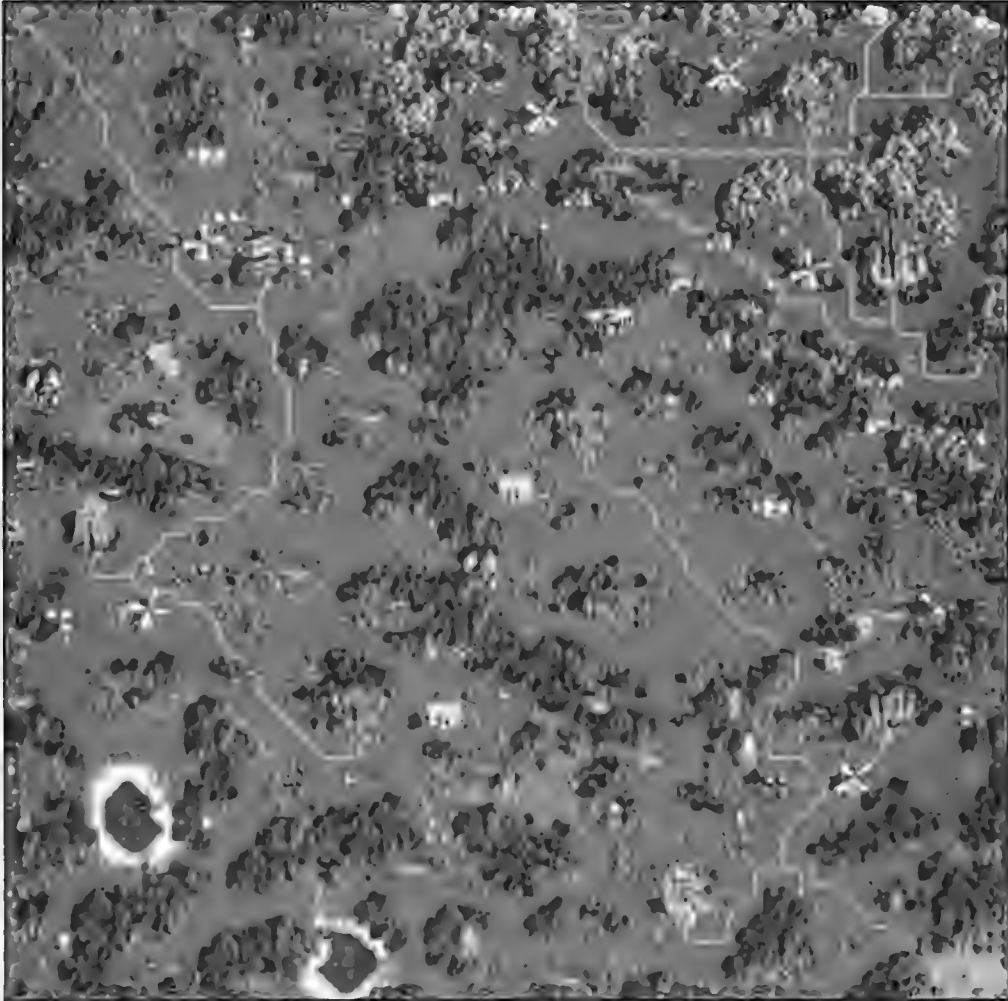
Before you go after Kleesive, you probably need to do Tan some damage. When you expand into Tan's territory, take the Inferno just west of your northernmost Castle, and then take the Inferno in the southwest corner. Doing so consolidates a territory along the southern edge of the map. Afterwards, you should be able to build an army to take Kleesive.

Kleesive is protected by a high-level Heretic, the Clan Leader. He's tough—so keep this in mind when building your army.



## Neutral Affairs

### Surface Map



**Size:** Medium

**Difficulty:** Normal

**Number of Players:** 3

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** If you acquired either the Badge of Courage or Charm of Mana in the previous scenario, they'll follow you to this scenario. If you find the Pendant of Life or the Speculum, they'll follow you to the next scenario.

**Scenario Description:** To win, you must capture all enemy towns and castles and defeat all enemy heroes. Some Border Guards can be passed only if a Hero carries a quest artifact from a previous scenario, but the artifact beyond the Border Guard will travel with you to the next scenario.

Your starting bonus options are Expert Logistics, the Shield of Dwarven Lords (+2 Defense), or Centaur's Axe (+2 Attack). Over the long run, you'll get more use out of the extra mobility offered by Expert Logistics.

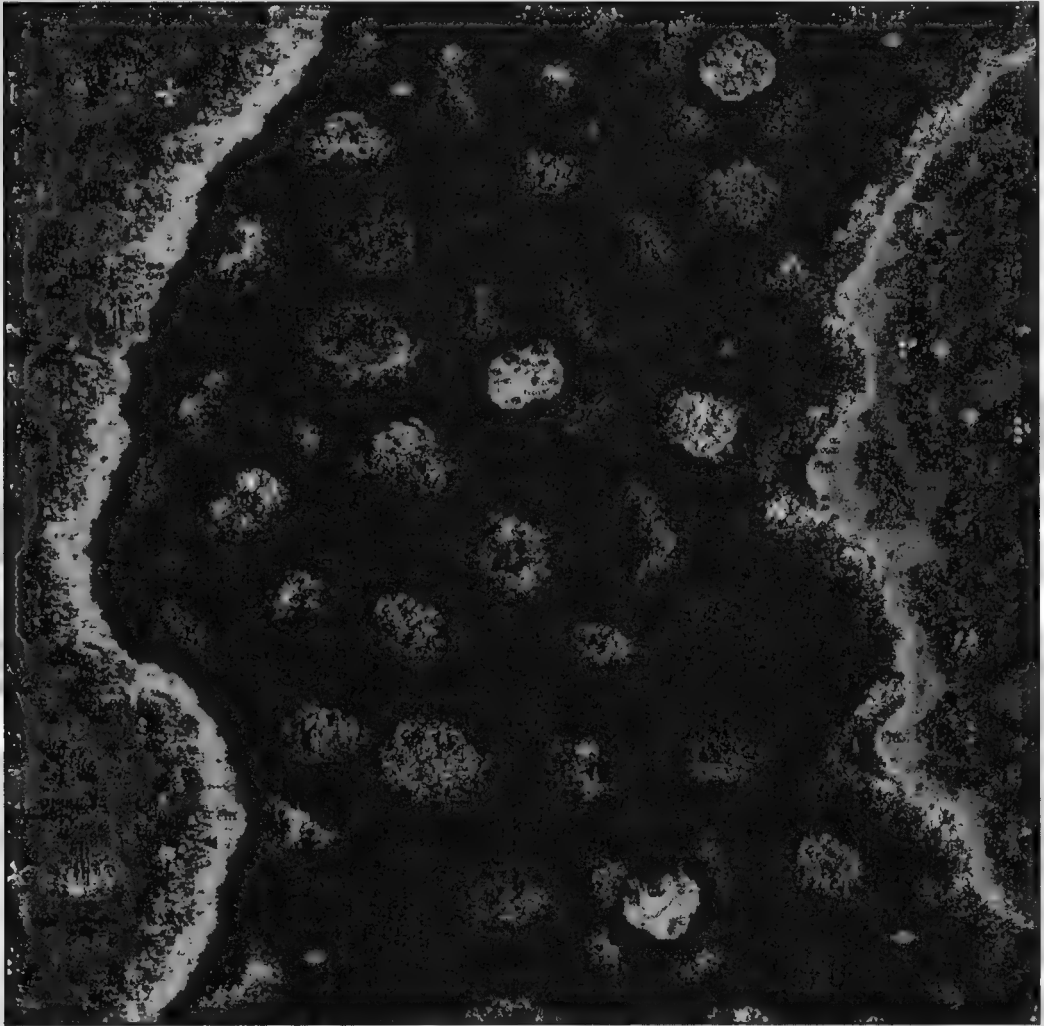
You start as Red with three towns in the northeast corner. To win, you must eliminate Blue and Purple, who each control three towns in the large swamp area to your southwest. You start out trapped in your local area behind two heavily guarded neutral Garrisons. This isn't necessarily a bad thing because Blue and Purple have very easy access to each other and will start battling early in the game. To pass the blue Border Guard in the northwest corner, you need the Badge of Courage from Steadwick's Liberation. Behind the Border Guard is the Pendant of Life. The red Border Guard in the southeast corner requires the Charm of Mana from Deal with the Devil and guards the Spyglass.

In the early game, let your enemies fight each other. You're protected from their attacks by the same Garrisons that hold you in your territory. Concentrate on building up a town and a good army. Even though your starting Tower is a bit more advanced at the start of the scenario, you should consider building up one of your Castles because their development is less resource intensive, and your starting territory isn't very resource rich.

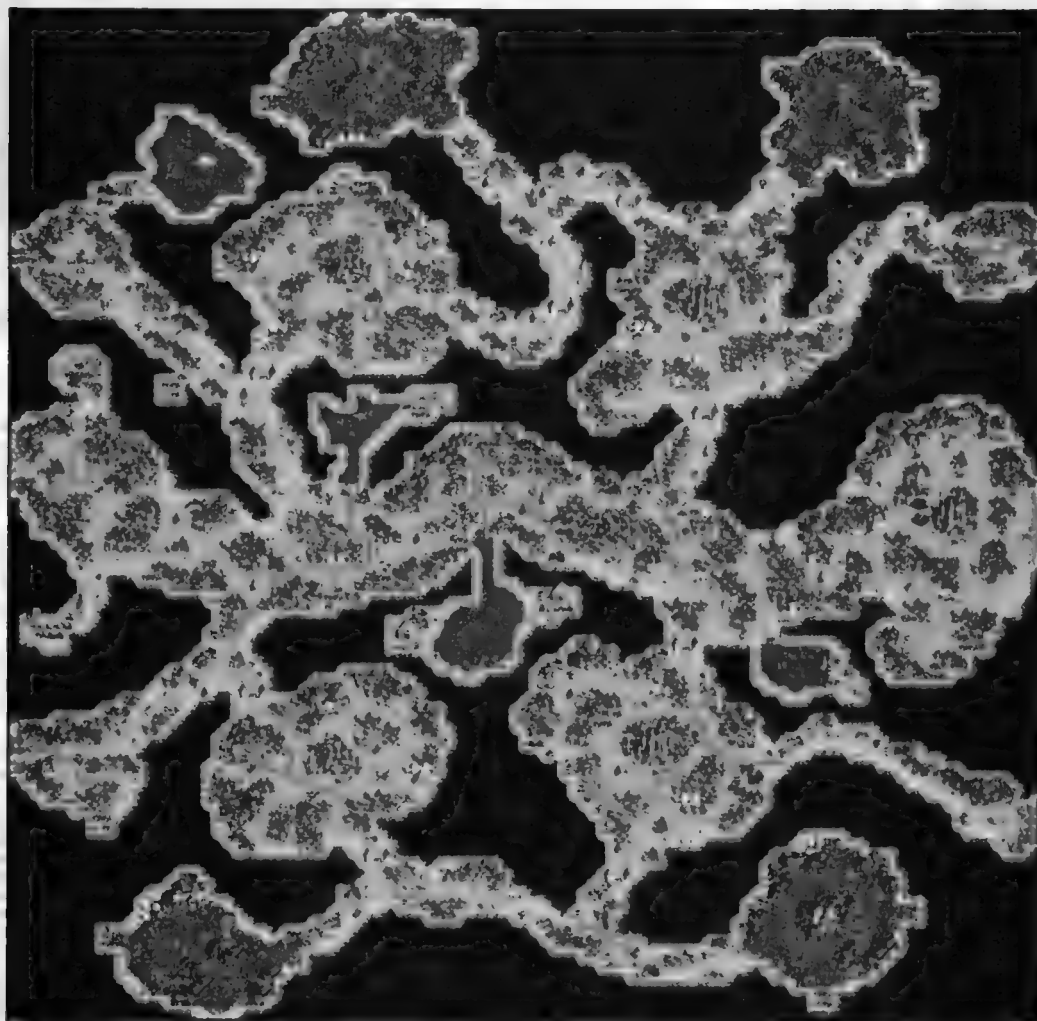
Eventually, you'll have to break out to get resources. Which direction you go depends on whether you can go for the Pendant of Life or the Spyglass. If you can get the Spyglass, break out through the southern Garrison and attack the Purple town to your south. Otherwise, break out of the northern Garrison and take the Blue town to your west. Either way, you will be working toward holding an edge position from which to continue your campaign against your enemies.

## *Tunnels and Troglodytes*

### *Surface Map*



### *Subterranean Map*



**Size:** Large

**Difficulty:** Hard

**Number of Players:** 2

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** If you found either the Speculum or Spyglass in the previous scenario, it follows you to this scenario.

**Scenario Description:** To win, you must capture all enemy towns and castles, and defeat all enemy heroes. Some Border Guards can be passed only if a Hero carries a quest artifact from a previous scenario, but the reward is great indeed.

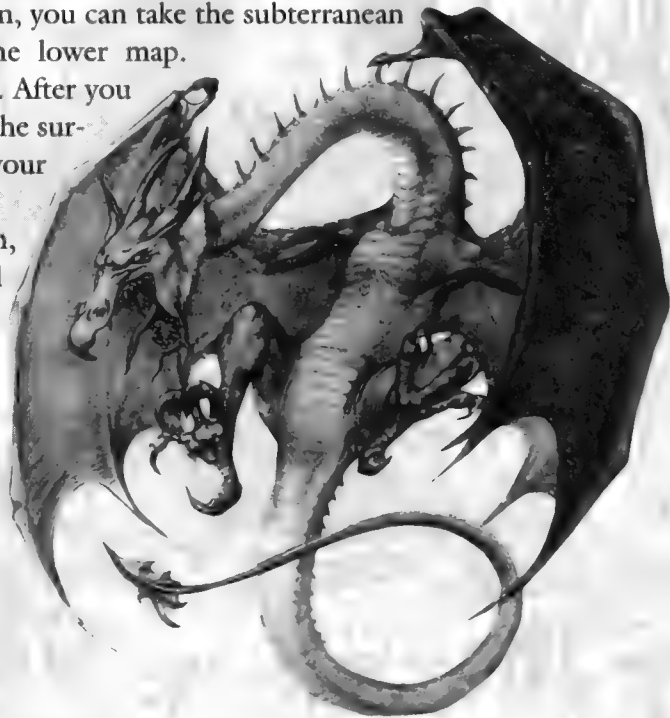
As a starting bonus you may choose either Expert Navigation, a Mage Guild I in all three of your starting towns, or a Mage Guild III in your central town. The Mage Guild III will probably serve you best. It gives you access to good spells early. There's a lot of water—so Navigation seems like a good choice—but you probably don't want to travel it much.

Your starting situation isn't easy. As Red, you start with three towns stretched out along the west side of the surface map. next to each is a Subterranean Gate. Because Orange has five towns on the lower level, these gates practically guarantee that Orange will be knocking on your door early on. Your position is so difficult to defend that you might consider giving up a surface town so you can spend resources on holding a captured subterranean one.

Build up your two northern towns so that you can field an army strong enough to take the Orange town in the northwest corner of the lower level. Your next target is the Orange town to its east. If Orange gets to the surface, fight for your northern towns, but not so much for your southern town. This should allow you to concentrate your forces on keeping the northern towns on both levels.

Once you've consolidated this position, you can take the subterranean town clockwise around the edge of the lower map. Defend your towns as you conquer them. After you take the last lower-level town, pop up to the surface and end the game by taking back your southernmost starting town.

If you have the Spyglass or Speculum, you'll be able to get one of the powerful artifacts near the northwest corner of the surface map. The Spyglass will get you past the blue Border Guard, and the Speculum will get you past the tan Guard.



## Evil Campaign Two: Long Live the King

**Campaign Description:** The war in Erathia is the greatest thing that could have happened for the nation of Deyja. A war of this scale provides an endless harvest for our undead armies. Today, we shall feast, and tomorrow, we shall conquer Erathia for ourselves.

Long Live the King contains four scenarios—A Gryphon's Heart, Season of Harvest, Corporeal Punishment, and From Day to Night. You start playing A Gryphon's Heart, then play Season of Harvest and Corporeal Punishment in either order. The last scenario is From Day to Night.

In A Gryphon's Heart, you must find an artifact, the Spirit of Oppression, to win. It will follow you to the next scenario, either Season of Harvest or Corporeal Punishment. In these scenarios, and in From Day to Night, artifacts from the previous scenario are used to get past certain Border Guards. Which scenario you choose after A Gryphon's Heart determines which Border Guards you can pass in the scenarios that follow.

In Season of Harvest, the Spirit of Oppression allows you to get past the blue Border Guard to get to the Collar of Conjuring. Use the Collar of Conjuring in Corporeal Punishment to pass the red Border Guard blocking your way to the Speculum. The Speculum will get you past the tan Border Guard on From Day to Night to get the Titan's Gladius (+12 Attack, -3 Defense).

In Corporeal Punishment, the Spirit of Oppression will get you past the blue Border Guard and to the Pendant of Death. Use the Pendant in Season of Harvest to get past the green Border Guard to get the Spyglass. The Spyglass will allow you to get past the blue Border Guard in From Day to Night so you can get the Titan's Cuirass (+10 Power, -2 Knowledge).





## A Gryphon's Heart

### Surface Map



### Subterranean Map



**Size:** Small

**Difficulty:** Normal

**Number of Players:** 2

**You May Play:** Purple

**Alliances:** None

**Win Conditions:** Transport a specific artifact (Spirit of Oppression to Stonecastle)

**Lose Conditions:** Time expires (3 months)

**Special Rules:** If you get the Spirit of Oppression, it follows you to the next scenario.

**Scenario Description:** To win, you must bring the Spirit of Oppression to the city of Stonecastle within three months. Seek out the Seer—completing the Seer's quest will allow you to carry the reward to the next scenario.



For a starting bonus, you may select from a Death Ripple Scroll, a Black Knight, or a Skeleton Transformer in your starting town. Because your starting town is a Necropolis and the Death Ripple spell is very useful to Necropolis Heroes, you should choose the Scroll.

You start in the northeast corner of the surface map with a single Necropolis town. Your starting territory is hemmed in by Garrisons under Red's control. Stonecastle is just to your southwest. To win this scenario, you must find an artifact, the Spirit of Oppression. It's available from the Seer's Hut just south of your starting town, but to get it you'll have to complete a series of *other* Seer's Hut quests.

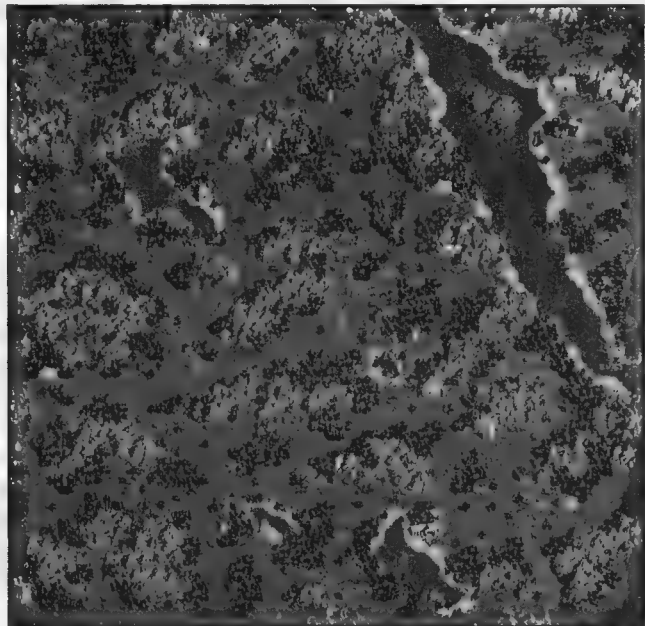
First, you must recover the Pendant of Total Recall at the southwest corner of the subterranean level. This fulfills the quest of the Seer's Hut located just west of Stonecastle. This Seer will exchange the Pendant of Total Recall for the Hourglass of the Evil Hour.

Take the hourglass to the Seer's Hut at the western arm of the northern subterranean cavern. This Seer will give you the Pendant of Dispassion. You may trade it at the Seer's Hut just south of your starting town for the Spirit of Oppression.

While you have a Hero running around to do all this, you might as well also work on taking out Stonecastle. Use the AI's inability to correctly judge the strength of your army to trick it into a couple of mismatched fights. If you can do this, you should be able to weaken its forces enough that you can take the town easily.

## Season of Harvest

### Surface Map



**Size:** Medium

**Difficulty:** Normal

**Number of Players:** 3

**You May Play:** Purple

**Alliances:** Red/Blue

**Win Conditions:** Accumulate creatures (2,500 recruited Skeletons)

**Lose Conditions:** Time expires (3 months)

**Special Rules:** If you acquired the Spirit of Oppression or the Pendant of Death from the previous scenario, the one you acquired follows you to this one. If you find the Collar of Conjuring or the Spyglass, the one you found follows you to the next scenario.

**Scenario Description:** To win, you must have a total of 2,500 Skeletons in all your armies within three months. Some Border Guards can be passed only if a Hero carries a quest artifact from a previous scenario, but the artifact beyond the Border Guard will travel with you to the next scenario.

For your starting bonus, you may choose to have a Necromancy Amplifier or Unearthed Grave built in your starting town, or a Vampire's Cowl (10 percent Necromancy skill boost). Because all of these things will help you meet the victory conditions, choose the Vampire's Cowl—you can build the others, but you won't find the cowl on the map.

You start as Purple on the small, isolated land in the northeast corner with the map's only Necropolis. The Red/Blue alliance has three towns on the western land mass. The alliance has no access to your starting territory.

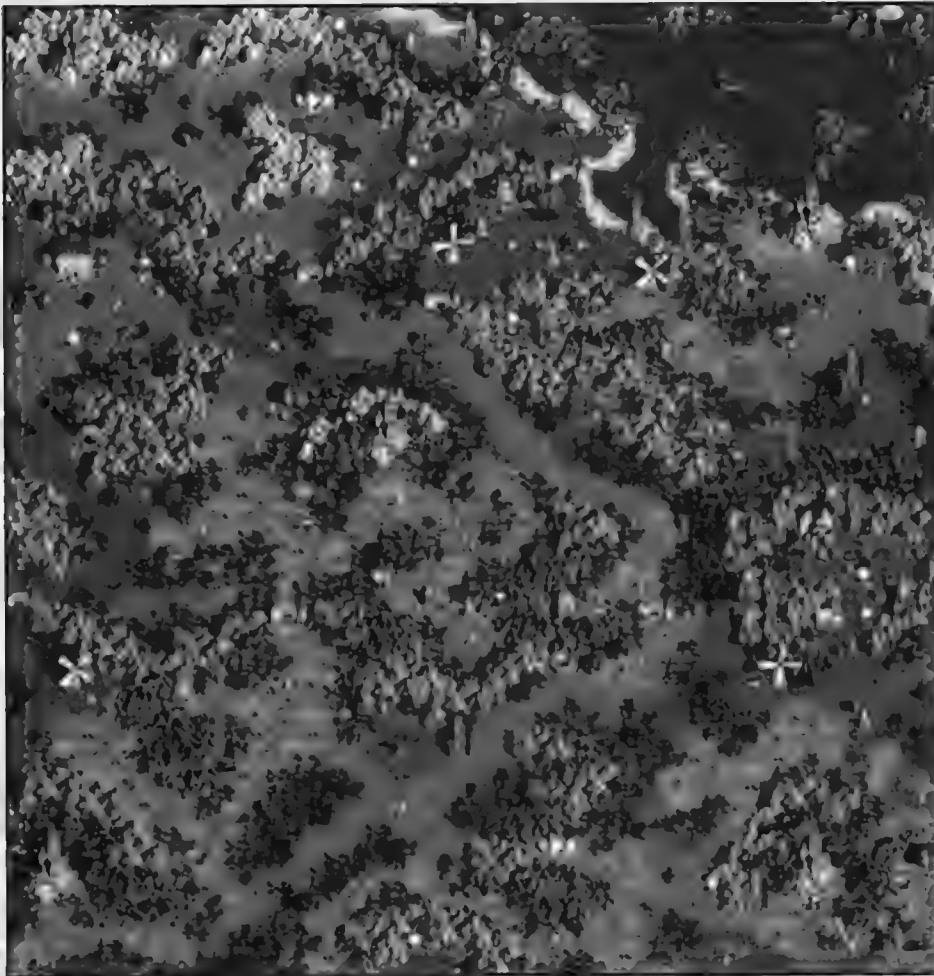
Those 2,500 Skeletons are a lot to accumulate in three months. Get started by constructing the Unearthed Grave (Skeleton horde building), Castle building, your other creature generators, and Skeleton Transformer. As soon as you can, take a boat to the mainland, and take the Blue town in the middle of the map. Be careful about letting the enemy to get the boat. If you keep it out of their hands, they won't have any way to get to your starting territory. Preventing their access lets you concentrate your forces on the mainland and leave your territory lightly defended.

Build up towns you take and use troop transport Heroes to start bringing troops back to your Necropolis and feed them into the Skeleton Transformer. You also can feed your own level 2 and 3 creatures into it. Make your Hero with the best Necromancy skill into your general so you can pick up more Skeletons. Whenever possible, leave your Skeletons in town Garrisons so you don't have to worry about losing them in battle. Keep this up and you should be able to build the winning quantity.

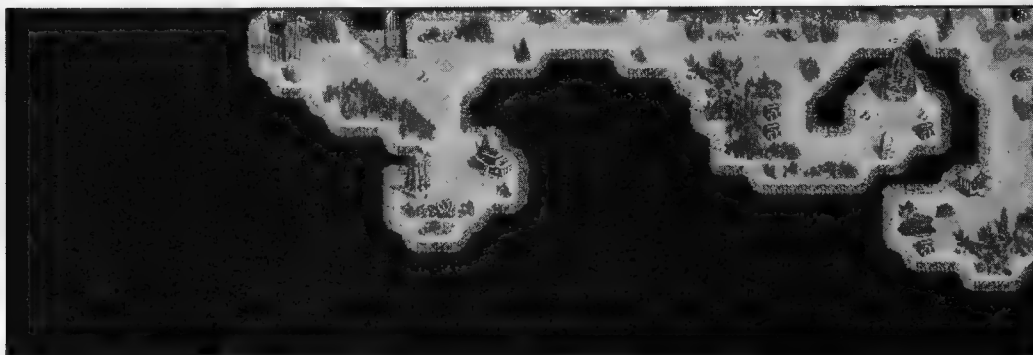
Don't forget to pick up the appropriate artifact from the map before you meet the victory condition. The Collar of Conjuring is located behind the blue Border Guard near the center of the western map edge. The Spyglass is in the northwest corner behind the green Border Guard.

## *Corporeal Punishment*

### *Surface Map*



### Subterranean Map



**Size:** Medium

**Difficulty:** Normal

**Number of Players:** 2

**You May Play:** Purple

**Alliances:** None

**Win Conditions:** Defeat a specific hero (Mot the Death Knight)

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** If you found the Spirit of Oppression or Collar of Conjuring in the last scenario, you have it in this one. If you acquire either the Pendant of Death or the Speculum on this map, the one you acquired follows you to the next scenario.

**Scenario Description:** To win, you must defeat the Death Knight, Mot. Some Border Guards can be passed only if a Hero carries a quest artifact from a previous scenario, but the artifact beyond the Border Guard will travel with you to the next scenario.

Your bonus options include the Pendant of Death, which is the artifact needed if your next scenario is Season of Harvest. But if that's the case, then you'll have come from A Gryphon's Heart and have the Spirit of Oppression, which you need to get the Pendant of Death located on the map. In other words, you don't need the Pendant of Death. Of the remaining choices, choose the Zombies. They'll help you slightly in the early game.

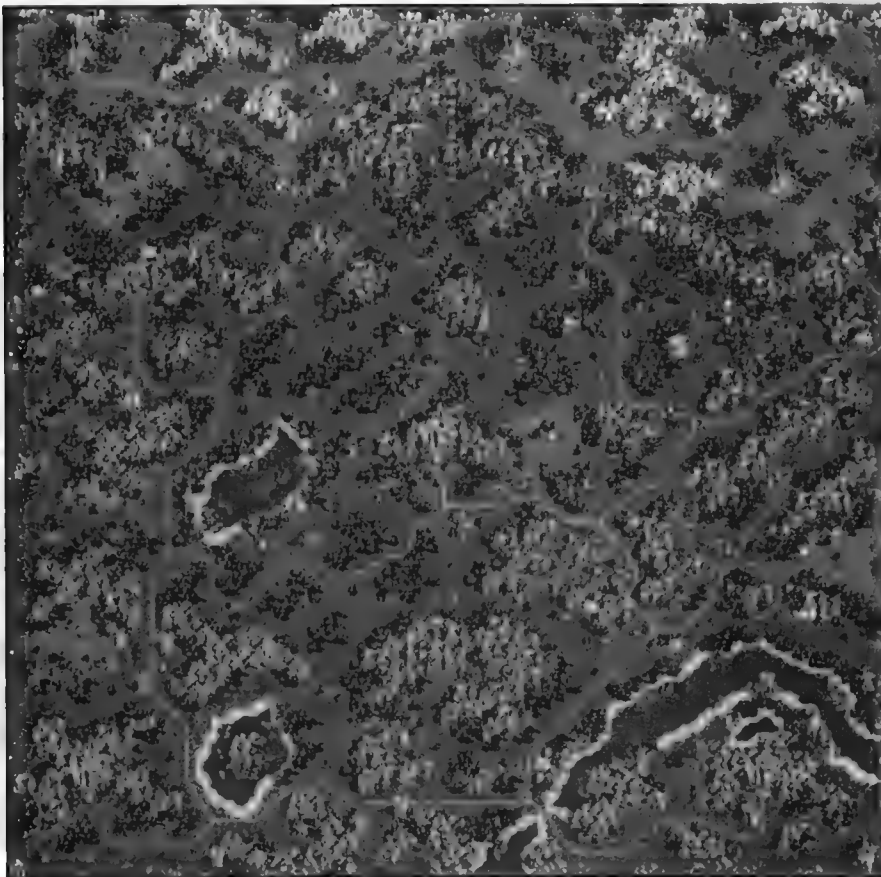
You start as Purple with towns in the northwest corner and center of the surface map. Red has three towns and several Garrisons. The Garrisons break the land into compartments. Remember that the Garrisons are owned by Red and therefore won't affect its mobility, just yours. Mot the Death Knight is located near the map's southeast corner.

Your central town is in a beleaguered position, flanked on both sides by Red towns. It will take Red a little while to get to you, however, giving you time to build up. You can take Red's Garrisons and use them yourself to consolidate your territory. As soon as you can, target Red's southwestern town for takeover. Take it, and you'll have both an edge-to-edge territory and a place to rally an army to take against Mot.

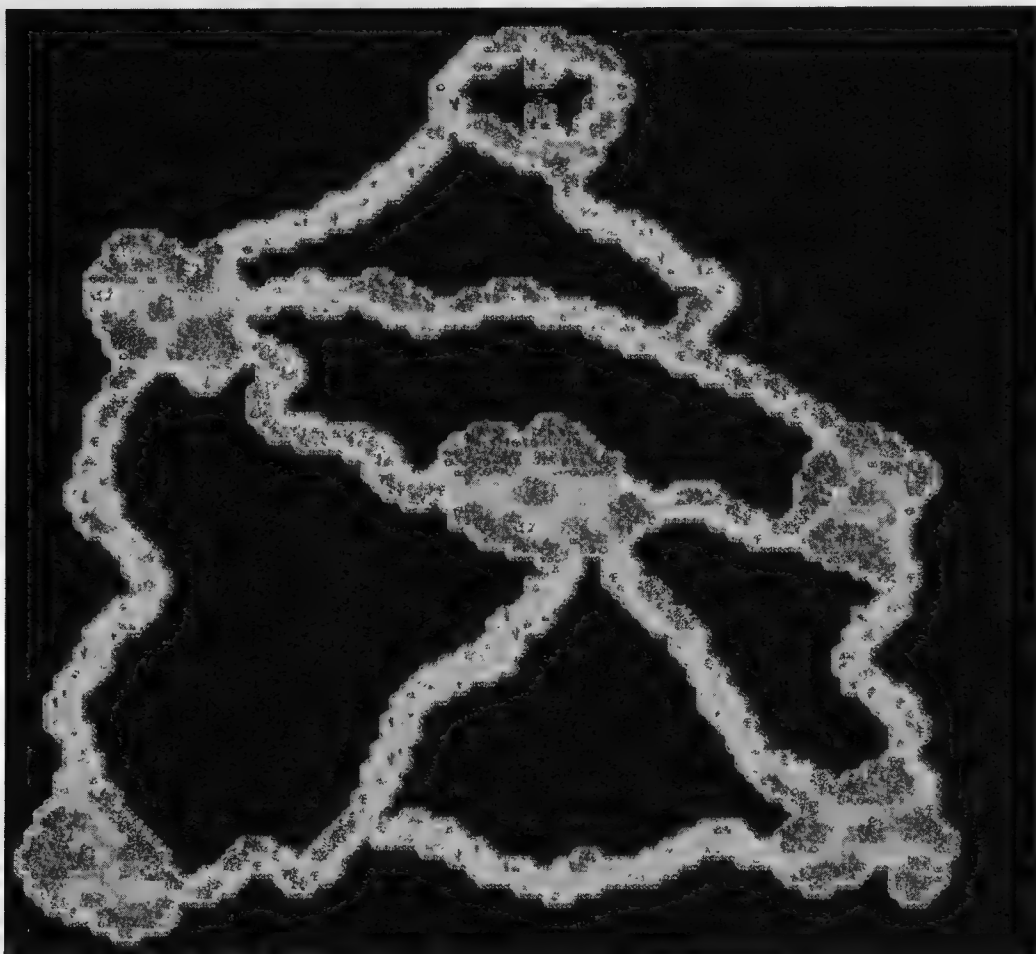
Before you go get Mot, get the quest artifact from the map. The Speculum is located on the subterranean level behind the red Border Guard there. The lower level can be reached only via the Whirlpool at the northeast corner of the surface map. The Pendant of Death is located on the surface map behind the blue Border Guard mid-way down the east edge.

## *From Day to Night*

### *Surface Map*



### *Subterranean Map*



**Size:** Medium

**Difficulty:** Hard

**Number of Players:** 2

**You May Play:** Purple

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** If you acquired either the Spyglass or Speculum on the last map, the one you acquired follows you to this scenario.

**Scenario Description:** To win, you must capture all enemy towns and Castles, and defeat all enemy Heroes. Some Border Guards can be passed only if a Hero carries a quest artifact from a previous scenario, but the reward is great indeed.

You may choose as your starting bonus a Death Ripple Scroll, Dead Man's Boots (15 percent Necromancy bonus), or three Ghost Dragons. Take the Ghost Dragons for the raw military power advantage.

You start this scenario as Purple with three towns along the surface map's northern edge. The three passes into your territory are open to Red through Garrisons under its control, but blocked to you. Red has control of the rest of the surface with five widely scattered towns, which are all concealed under Cover of Darkness Adventure Map locations that replenish the Shroud. The subterranean level is a wagonwheel-shaped complex of tunnels that allows for easy underground travel.

Because you took the Ghost Dragons, you should be able to immediately go on the offensive. Have your Hero bust through Red's westernmost Garrison and take the underdefended town just south of it. Build up a second Hero strong enough to take out the other Garrisons. As soon as you can, reinforce these Garrisons to protect your starting territory. With the scenario set to a difficulty level of hard, the Garrisons will act as blocking Heroes to keep Red at bay. Concentrate on your newly captured town and the starting town north of it. If you build up a force on the west side of the map, you should be able to drive down the western edge and take Red's southwestern town.

Taking this town will put you near the blue and tan Border Guards blocking you from the Titan's Cuirass and Titan's Gladius. With one of these artifacts and your surrounding position, you should be able to start pressing Red toward the southeastern corner—and defeat.

## Good Campaign Three: Song for the Father

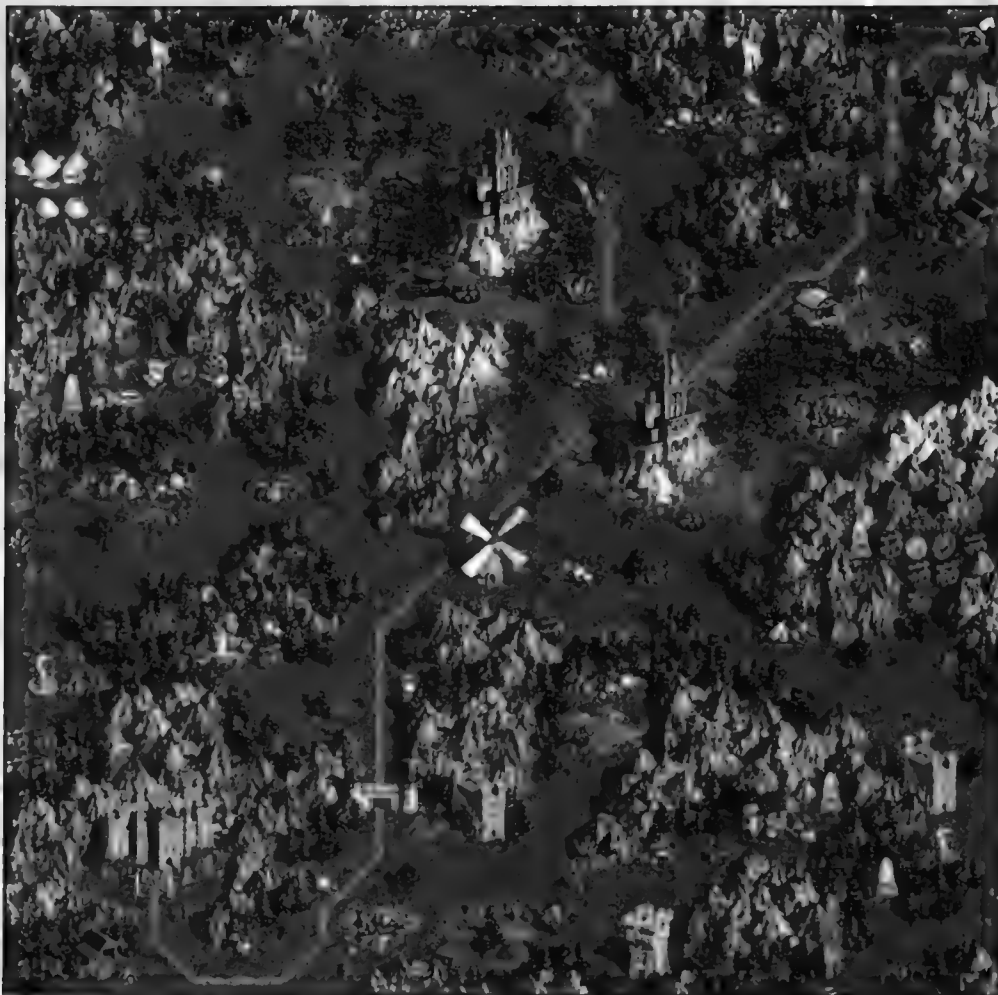
**Campaign Description:** The final step in the Restoration of Erathia is to drive the Necromancers of Deyja back into their barren homeland. With the resurrected body of King Gryphonheart leading them, this task will prove to be formidable.

Song for the Father contains three scenarios—Safe Passage, United Front, and For King and Country, which must be played in order.



## Safe Passage

### Surface Map



**Size:** Small

**Difficulty:** Hard

**Number of Players:** 2

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Transport specific artifact (Statesman's Medal to Highcastle)

**Lose Conditions:** Lose a specific Hero (Nimbus the Necromancer)

**Special Rules:** Nimbus and your seven best Heroes move on to the next scenario.

**Scenario Description:** To win, the Necromancer, Nimbus, must reach the town of Highcastle with the Statesman's Medal. At the end of this scenario, Nimbus and your seven strongest Heroes will travel with you to the next scenario of this campaign.

For a starting bonus, you may give your starting Hero either Boots of Speed or Basic Logistics, or your kingdom 2,500 Gold. Although extra movement is good, this map is small. Take the Gold, it'll help you more.

Though you can bring seven Heroes from this map to the next, there really isn't a lot of opportunity in this scenario to gain experience. Because the difficulty is set to hard, you won't be able to sucker the computer to throw weak armies against you that you can fight to soak up experience. So, you'll only be able to develop one Hero to any respectable level. It's far better to have one high-level Hero than to have seven level 2 Heroes. You *can* hire the other Heroes, and doing so will save you the cost of hiring them in the next scenario.

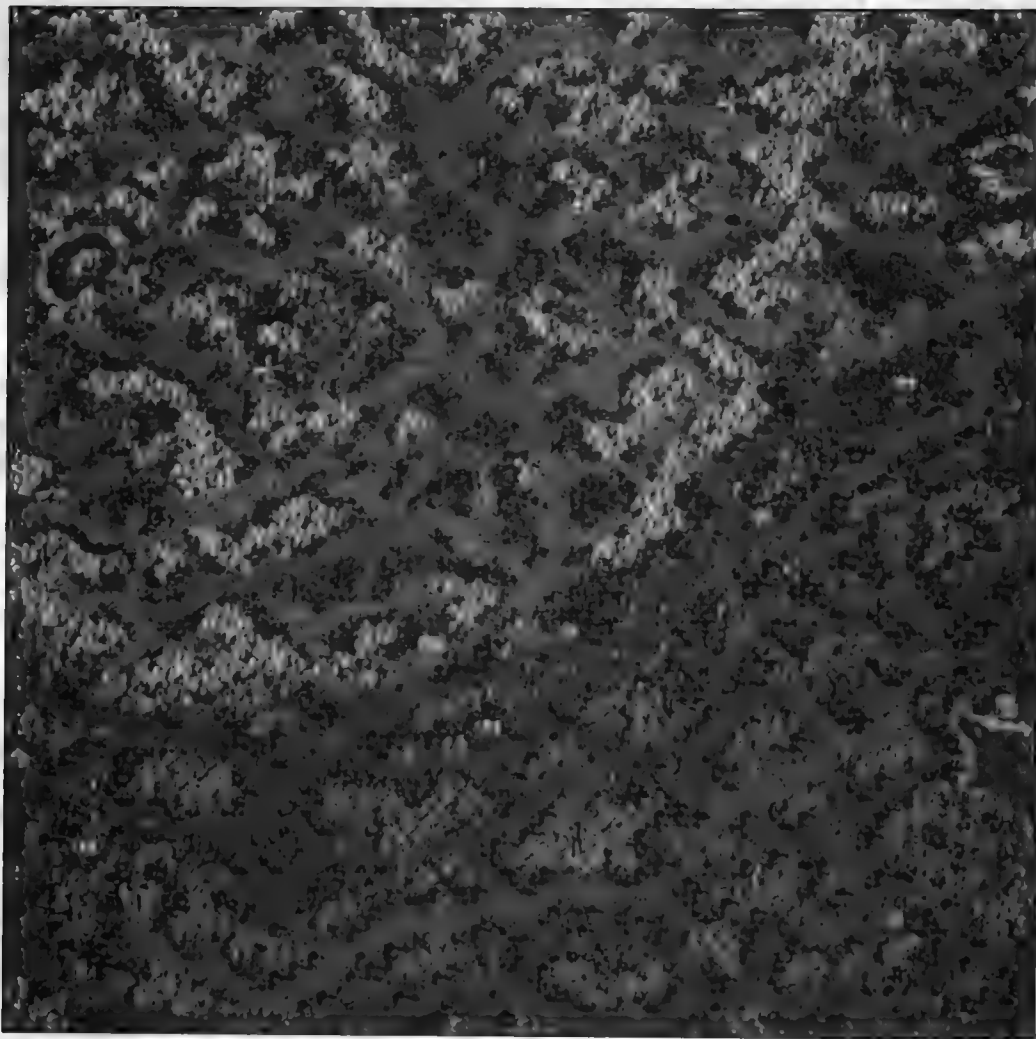
You start as Red in the southwest corner at the Castle town, Highcastle. Nimbus is behind three Border Guard Towers at the northeast corner. Between you is Purple who has two towns in the map's center. The Keymaster's Tents for the Border Guard Towers are located at the northwestern, northeastern, and southeastern corners.

Your starting position is so close to Purple's towns that you can take a stab at taking it out during the first week. Give your first Hero all the creatures from your starting town and a second Hero, then send the first Hero up to attack the southernmost Purple town. You should reach it and take it on Day 2. Build a creature generator there, and then either jump on any enemy Hero within range or head up to the other Purple city. You'll probably reach it and take it on Day 3. Do that, and all you have to do is keep the towns defended from one or two weak Purple Heroes for seven days. Use various desperate town defenses as described in Chapter 8. Purple will be eliminated on Day 3 or 4 of Week 2.

Now you have run of the map. Go ahead and free Nimbus, but don't send him to Highcastle until you've soaked the map for any shred of experience and have hired seven Heroes to take to the next scenario.

## United Front

### Surface Map



**Size:** Large

**Difficulty:** Hard

**Number of Players:** 2

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** You start with the seven strongest Heroes from the last scenario and Nimbus. Your six strongest heroes follow you to the next scenario.

**Scenario Description:** To win, you must capture all enemy towns and Castles, and defeat all enemy Heroes. At the end of this scenario, your six strongest Heroes will travel with you to the final scenario of this campaign, where they'll be met by Lord Haart and Queen Catherine.

For a starting bonus, you get a choice of three level 3 troops. You can take 35 Royal Griffins, Iron Golems, or Grand Elves. Because of their double-shot attack, the Grand Elves are arguably the best troops of the three.

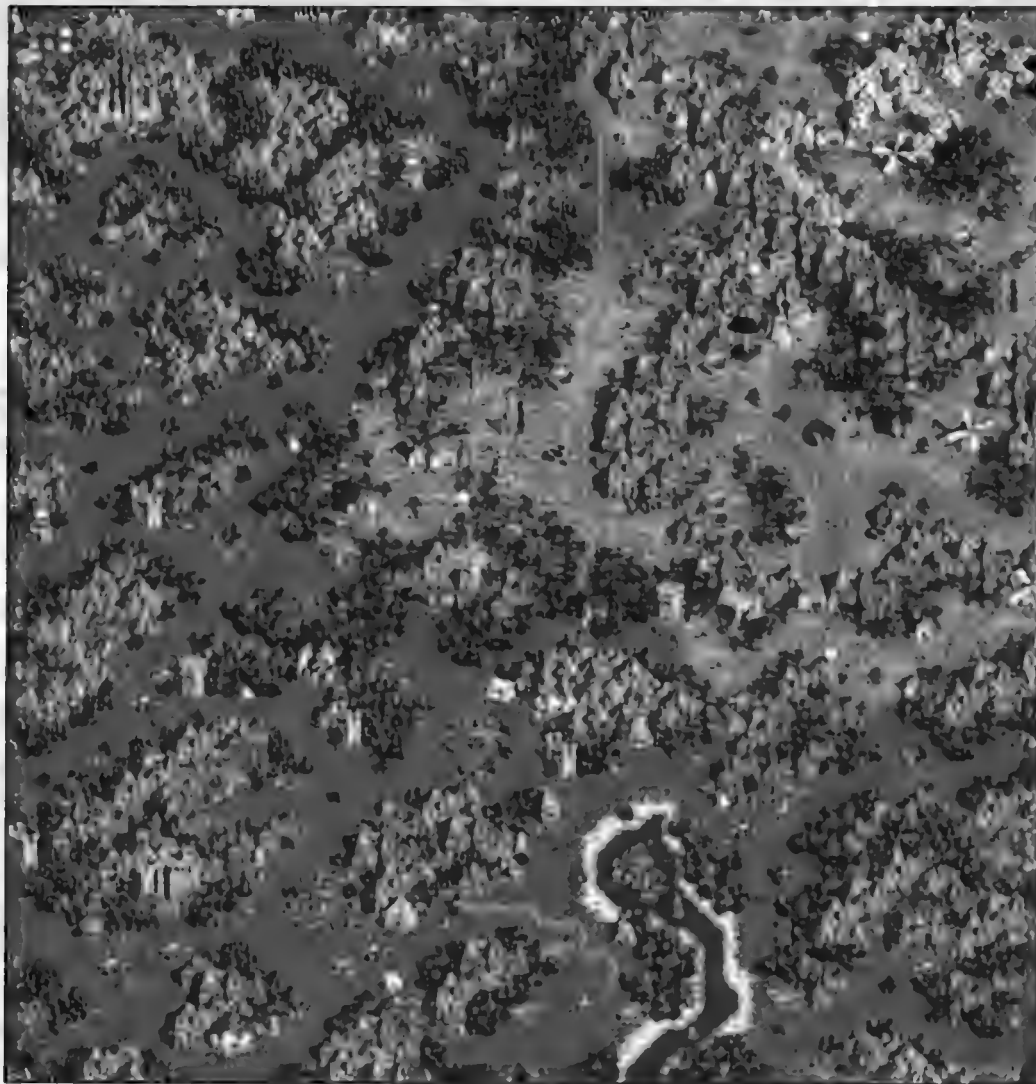
You start as Red with four towns arranged in a semicircle along the south and east edges of the map. Your adversary, Purple, is clustered together in the northwest quarter of the map. In the center of Purple's towns is a neutral town behind a blue Border Guard. The Border Guard's Keymaster's Tent is in the southeast corner. All of the passes into Purple's territory are guarded by Purple Garrisons. This fact, plus the amount of Purple's territory near Cover of Darkness Shroud generators, gives Purple an early defensive advantage. Your flanking position gives you a slight offensive advantage, but leaves you somewhat vulnerable to breakthrough attacks because your line is a bit thin.

If you can take and hold Purple's middle Garrison and then one of its Garrisons closest to a map edge, you can close a large part of your front. This move forces Purple to expand out of a single pass located on the edge. You can defend this pass and then attack through your newly captured Garrisons. Keep scouts near the gates so you can keep uncovering the Shroud generated by the Cover of Darkness locations in Purple's territory. You want to be able to see Purple's edge towns in case one becomes vulnerable to attack. As soon as one does, take advantage.

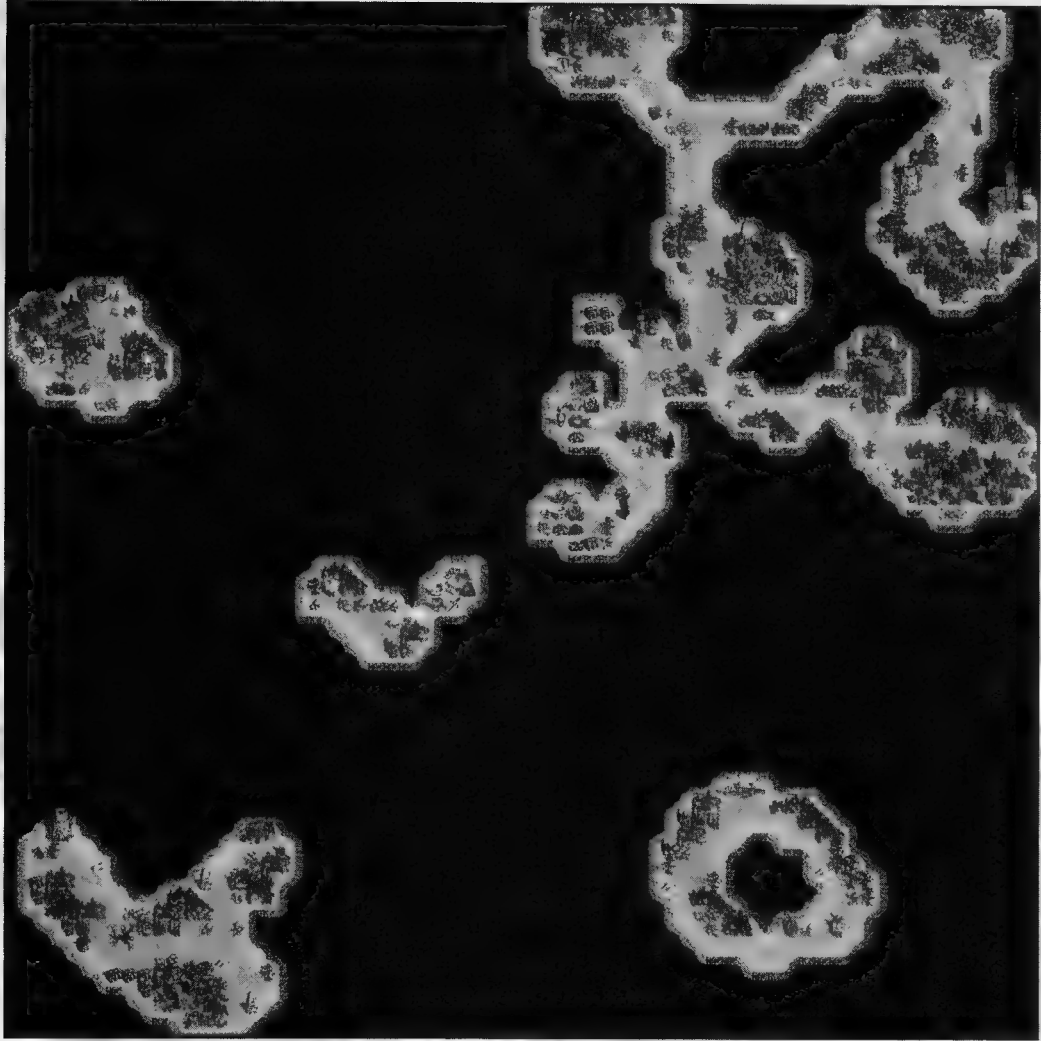
You also should visit the Keymaster's Tent so you can run in and grab the neutral town. It's in a highly defensible position. If you can take it and one of Purple's towns, your victorious outcome should be inevitable. Before you win, remember to develop the Heroes you want to bring to the next scenario.

## *For King and Country*

### *Surface Map*



## *Subterranean Map*



**Size:** Medium

**Difficulty:** Expert

**Number of Players:** 2

**You May Play:** Red

**Alliances:** None

**Win Conditions:** Defeat all enemies

**Lose Conditions:** Lose a specific Hero (Lord Haart)

**Special Rules:** You keep the six best Heroes from the last scenario.

**Scenario Description:** To win, you must capture all enemy towns and Castles, and defeat all enemy Heroes without losing either Queen Catherine or Lord Haart. This is the final battle ... good luck!

For your starting bonus, you get a choice of three great artifacts. The Helm of Heavenly Knowledge gives a +6 to all primary skills. The Tomb of Earth Magic gives a Hero all Earth Magic spells, and the Spellbinder's Hat allows the casting of all level 5 spells. Remember, you have the six best Heroes from the last scenario. The Spellbinder's Hat will give you the Fly spell, but do choose the artifact that best serves your Hero set.

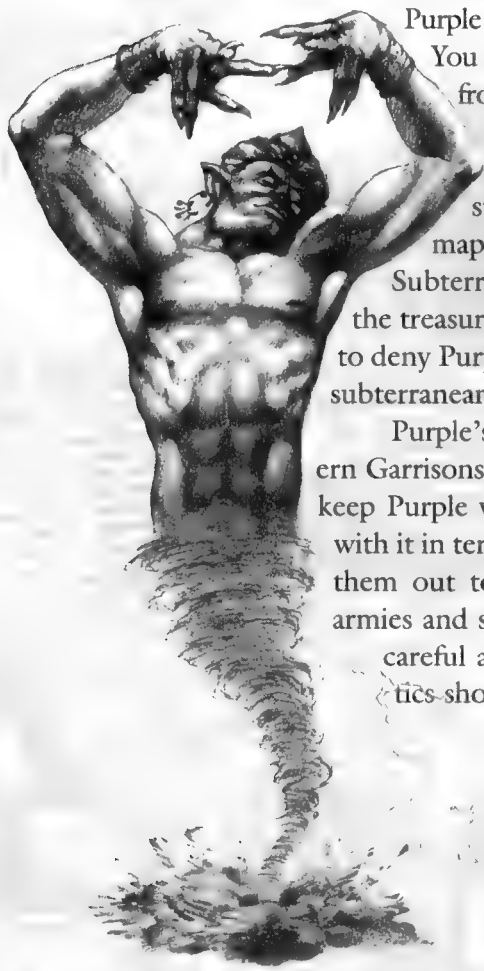
Notice that this scenario is set at expert difficulty. This means that Purple gains a blanket bonus to Gold and resource production. If you give up too much ground to Purple at any point, it will outproduce you into the ground.

You need to keep Purple tightly reined into its territory from the beginning. Fortunately, this is possible.

You start with three towns located in the northwest, southwest, and southeast corners. Purple starts with two towns in the northeast quarter of the map, which is well isolated by a ring of mountains.

Subterranean Gates in Purple's area give it easy access to the treasure troves on the lower level. There's little you can do to deny Purple these resources, but on the plus side, none of the subterranean passages give it access to your territory.

Purple's routes to you bottleneck at its western and southern Garrisons. This is where you can make your stand. If you can keep Purple within these bounds, you'll be able to keep on par with it in terms of production. You have a lot of Heroes, so send them out to flag everything in your territory. Build massive armies and start pushing Purple back into the corner. If you're careful about not letting Purple get behind you, these tactics should end the battle successfully for you.





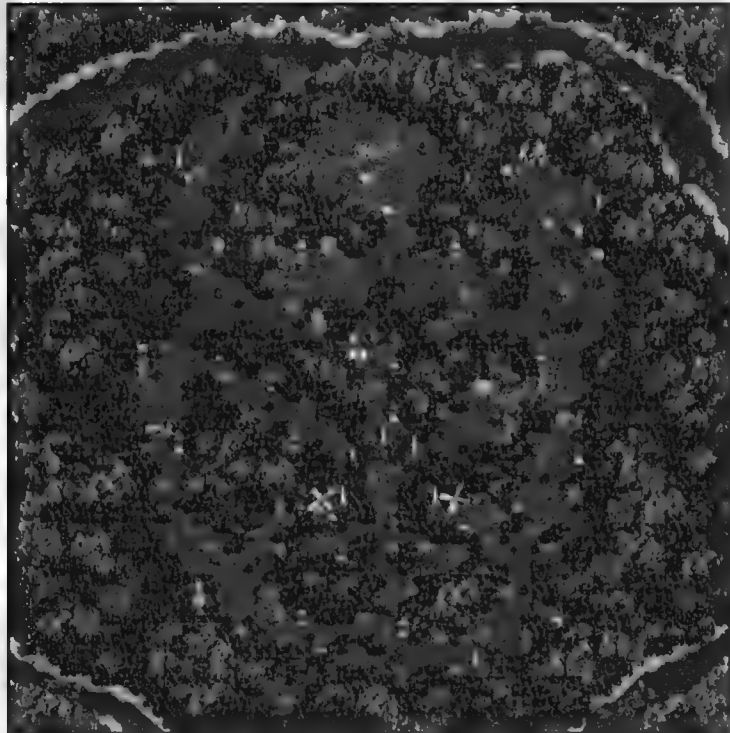
# Secret Campaign: Seeds of Discontent

**Campaign Description:** With the invaders finally driven out of the Contested Lands, the time has come to rebuild. But one man, Faruk Welnin, has chosen to free the Contested Lands from both Erathia and AvLee forever.

There is a *secret* to starting the Secret Campaign. After you finish For King and Country, the last game in Good Campaign Three, you get an opportunity to save your game. To play the secret campaign, you must load this final save position. Do this, and you'll see the Campaign Selection screen with a seventh campaign available.

This secret campaign, Seeds of Discontent has three scenarios—The Grail, The Road Home, and Independence. You must play them in order.

## *The Grail* *Surface Map*



**Size:** Medium

**Difficulty:** Normal

**Number of Players:** 1

**You May Play:** Teal

**Alliances:** None

**Win Conditions:** Acquire a specific artifact (the Grail)

**Lose Conditions:** Time expires (two months)

**Special Rules:** None

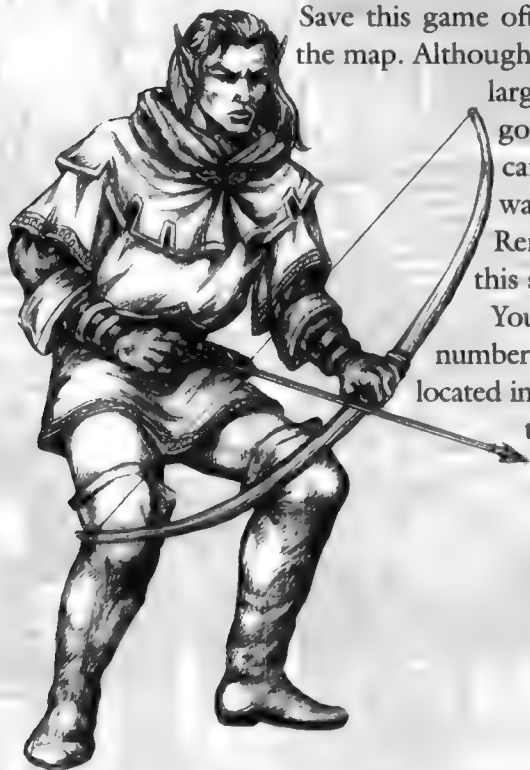
**Scenario Description:** To win, you must find the Grail within two months.

For a starting bonus, you may choose from Boots of Speed (increase Hero's movement), 2,500 Gold, or 4 Pegasi. If you're going to play this scenario without reading below where the Grail is, the Boots of Speed will help you explore the map quickly. If you know where the Grail is from the beginning, the Pegasi will give you an early advantage in terms of building the army you need to take it.

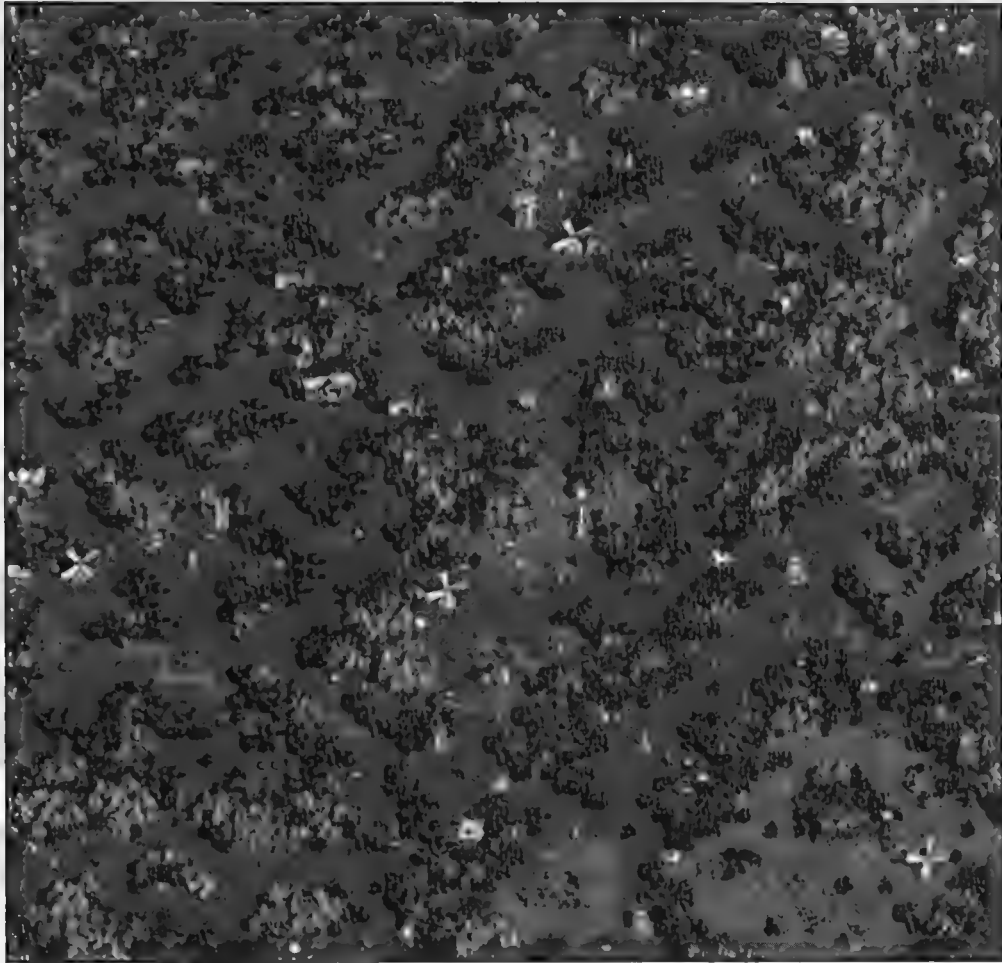
You start out as Teal at the center of the map with a single Rampart town and three Heroes. You should start building your town immediately. Keep in mind that it will never be attacked. You do want to build your Castle building—not for the defenses, but for the creature generator production bonus.

Save this game often. There are many invisible events hidden on the map. Although most are benign, some are surprise attacks from large forces. For this reason, you should keep a good army with all of your Heroes. That way, they can deal with local problems without having to wait for your general to run around and fix things. Remember, you only have two months to complete this scenario.

You should be able to find the Grail easily by visiting a number of Obelisks. But, if you must know, the Grail is located in the small circular swamp area at the north end of the island. It's buried between the two Angels in the tile directly right of the left Angel.



## The Road Home



### Surface Map

**Size:** Medium

**Difficulty:** Normal

**Number of Players:** 3

**You May Play:** Red

**Alliances:** Red/Blue

**Win Conditions:** Build a Grail structure (at Welnin)

**Lose Conditions:** Lose a specific Hero (Ryland the Ranger)

**Special Rules:** None

**Scenario Description:** To win, the Ranger, Ryland, must reach the town of Welnin with the Grail and build a permanent home.

For your starting bonus, you may choose from a Mage Guild III, 2,500 Gold, or 3 Dendroid Soldiers. Even though they'll slow Ryland down, he'll need all the troops he can get. For this reason, choose the Dendroids.

Ryland starts out in the map's northwest corner. He has the Grail with him. To win, you must get him to the town of Welnin, located at the southeast corner. Between lie Blue and Red. Welnin can't build any creature generators, and can only build as high as Town Hall.

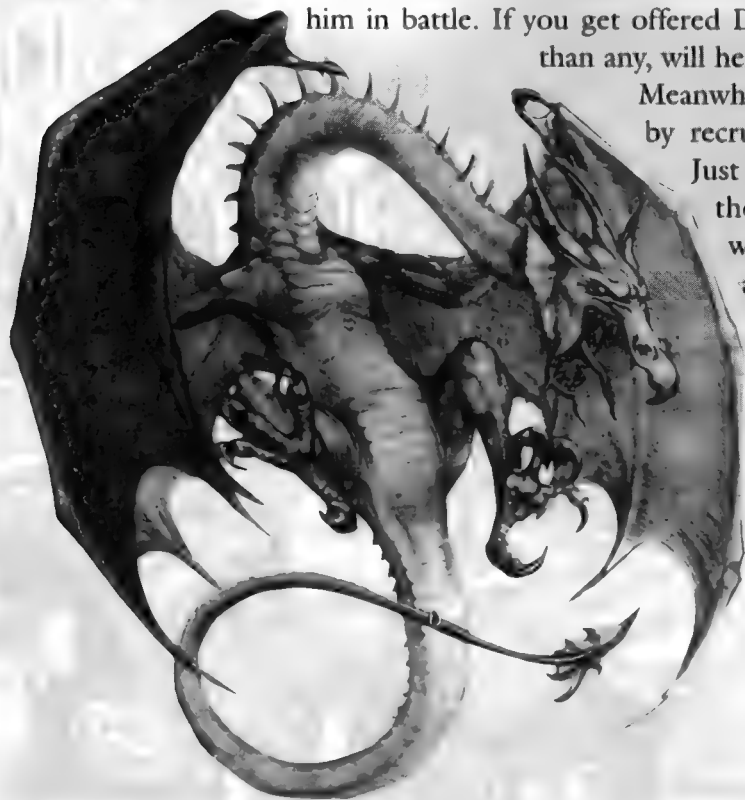
Ryland's main challenge is to break through Red's line of towns crossing his path. Fortunately, some of the troops along his way will offer to join him. As soon as you start moving southeast, you'll get a message telling you that Swordsmen are friendly. They are, but don't mistake Crusaders for Swordsmen. The Crusaders will attack you. Ryland doesn't have any way to tell a creature's level of aggression, so you must be careful about who you have him approach. For the most part, you should avoid encounters where you can, unless a message tells you that a specific creature type is friendly.

Pick up any experience you can for Ryland. New levels will help him in battle. If you get offered Diplomacy, take it. This skill, more than any, will help Ryland avoid battles.

Meanwhile, at Welnin, you can help Ryland by recruiting armies from hired Heroes.

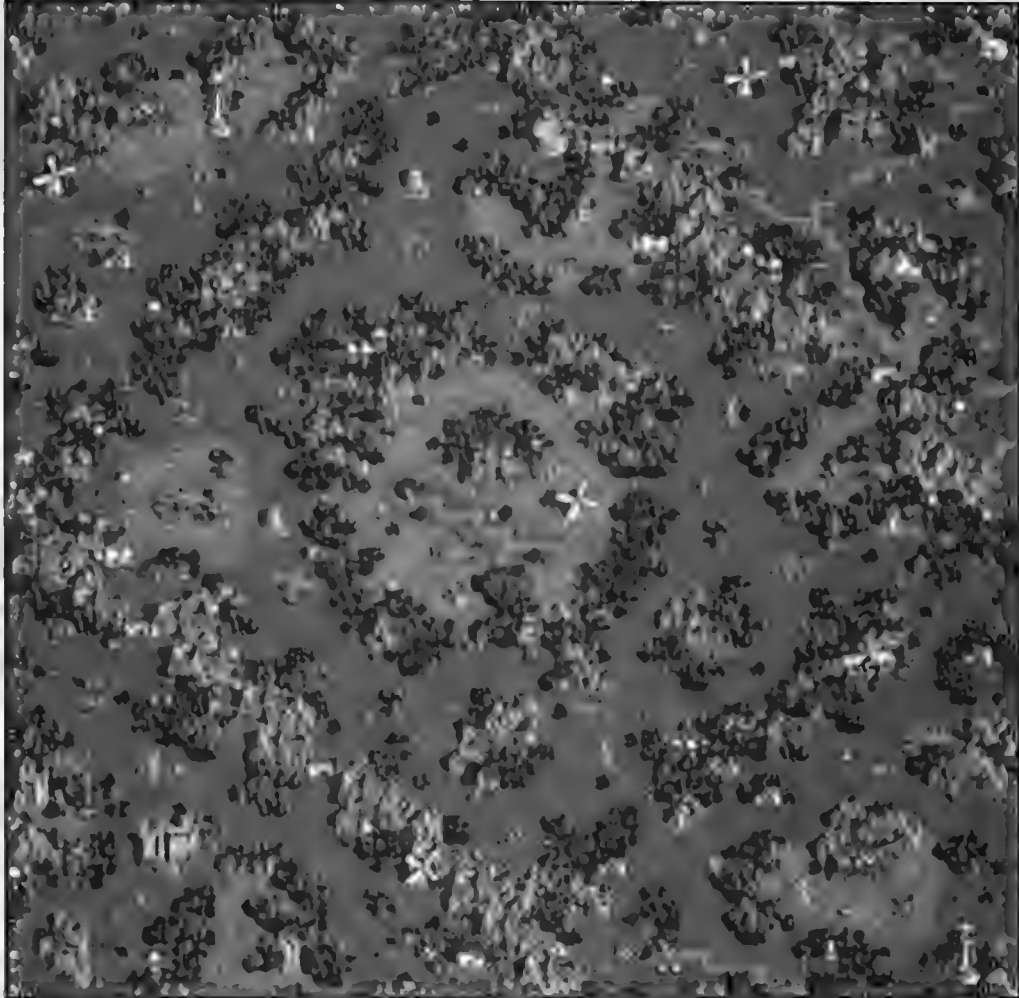
Just hire them and strip their armies, then dismiss them. Usually, this would be wasteful, but there isn't anything else to spend the Gold on.

Build a strong enough army that you can break out of your starting territory, and head out to meet Ryland halfway. If you can get to him, then you've pretty much won. Just follow your cleared path back to the town.



## Independence

### Surface Map



**Size:** Medium

**Difficulty:** Normal

**Number of Players:** 3

**You May Play:** Teal

**Alliances:** None

**Win Conditions:** Upgrade a specific town (Welmin to Capitol)

**Lose Conditions:** Lose all your towns and Heroes

**Special Rules:** None

**Scenario Description:** To win, you must build a Capitol in the town of Welnin. Only then will the Contested Lands be free.

For a starting bonus, you may choose from 3 Dendroid Soldiers, 6 Dendroid Guards, or 10 Wood. The extreme resource poverty of this map and your need for Wood and Ore actually means that taking the Wood is the best choice.

You start this scenario as Teal in the middle. Your starting town is Welnin. To win, you must build a Capitol. Since Welnin starts with the Spirit Guardian Grail building already built, you'll have a good supply of Gold (it provides 5,000/day). Blue and Red each have a town to your northeast and southwest, respectively.

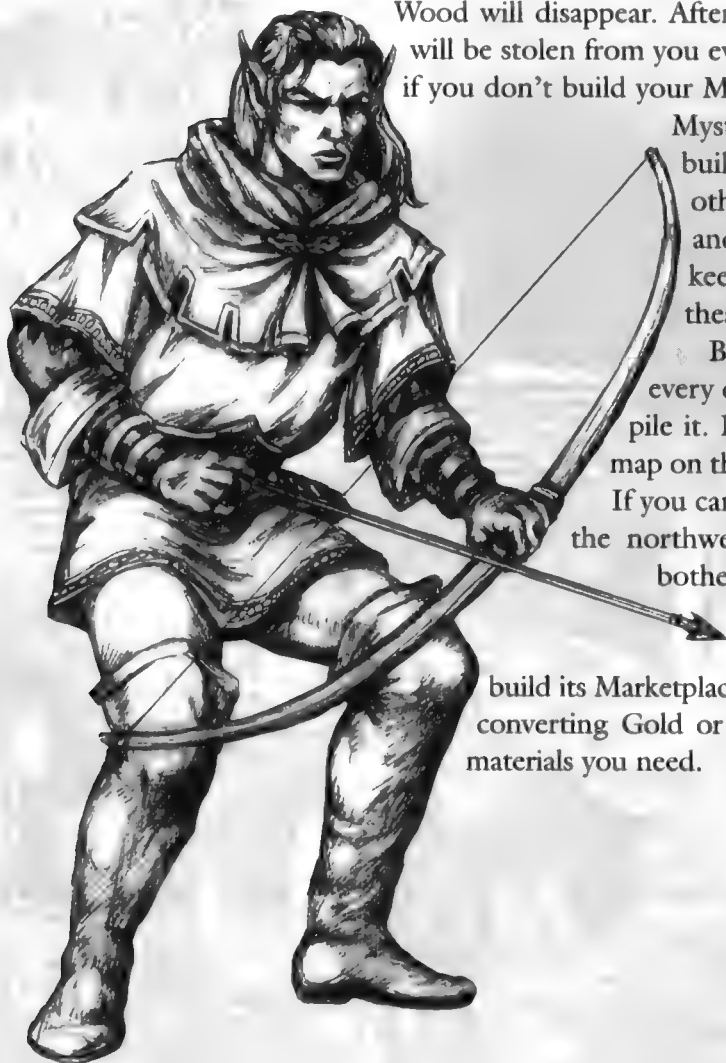
Raw building materials are your main problem. Right on the first day, thieves steal 20 Wood from you. This theft will continue as the week continues. Gold and Wood will disappear. After Day 6, 1 Wood and 3,500 Gold will be stolen from you every day. You'll lose the game early if you don't build your Marketplace while you still can. The

Mystic Pond is also a good structure to build. Because you'll gain Gold, and other resources may be sold for Wood and Ore, you'll at least be able to keep developing once you've built these two structures.

Because Wood is stolen from you every day, it doesn't make sense to stockpile it. Buy it as needed or grab it off the map on the same turn you're going to use it.

If you can, grab one of the neutral towns in the northwest and southeast corners. Don't bother building them, just take the little

Gold they provide. If you get one of these towns early enough, build its Marketplace so you can get a better deal when converting Gold or other resources into the building materials you need.



## APPENDIX A Artifacts

### Feet

ARTIFACT	GOLD VALUE	EFFECT
Boots of Levitation	10,000	When worn, allow you to walk across water.
Boots of Polarity	6,000	When worn, increase your magic resistance by 15 percent.
Boots of Speed	5,000	When worn, increase your Hero's movement rate over land.
Dead Man's Boots	6,000	When worn, increase your Necromancy skill by 15 percent.
Dragonbone Greaves	2,000	When worn, increase your Knowledge and Power skills by 1.
Sandals of the Saint	8,000	When worn, increase all four primary skills by 2.

### Hand, Left

ARTIFACT	GOLD VALUE	EFFECT
Buckler of the Gnoll King	4,000	Increases your Defense skill by +4.
Dragon Scale Shield	6,000	Increases your Attack and Defense skills by +3.
Lion's Shield of Courage	16,000	Increases all four primary skills by 4.
Sentinel's Shield	10,000	Increases your Defense skill by 12, but reduces your Attack skill by 3.
Shield of the Damned	6,000	Increases your Defense skill by 6.
Shield of the Dwarven Lords	2,000	Increases your Defense skill by 2.
Shield of the Yawning Dead	3,000	Increases your Defense skill by 3.
Targe of the Rampaging Ogre	5,000	Increases your Defense skill by 5.

### Hand, Right

ARTIFACT	GOLD VALUE	EFFECT
Blackshard of the Dead Knight	3,000	Increases your Attack skill by 3.
Centaur's Axe	2,000	Increases your Attack skill by 2.
Greater Gnoll's Flail	4,000	Increases your Attack skill by 4.
Ogre's Club of Havoc	5,000	Increases your Attack skill by 5.
Red Dragon Flame Tongue	4,000	Increases your Attack and Defense skills each by 2.
Sword of Hellfire	6,000	Increases your Attack skill by 6.
Sword of Judgement	20,000	Increases all four primary skills by 5.
Titan's Gladius	10,000	Increases your Attack skill by 12, but reduces your Defense skill by 3.

### Head

ARTIFACT	GOLD VALUE	EFFECT
Crown of Dragontooth	8,000	Increases your Knowledge and Power skills each by 4.
Crown of the Supreme Magi	5,000	Increases your Knowledge skill by 4.
Hellstorm Helmet	6,000	Increases your Knowledge skill by 5.
Helm of the Alabaster Unicorn	2,000	Increases your Knowledge skill by 1.
Helm of Chaos	4,000	Increases your Knowledge skill by 3.
Helm of Heavenly Enlightenment	24,000	Increases all four primary skills each by 6.
Sea Captain's Hat	15,000	Increases your movement at sea, allows you to summon and destroy boats, and protects you from Whirlpools.
Skull Helmet	3,000	Increases your Knowledge skill by 2.
Spellbinder's Hat	30,000	Allows you to cast all level 5 spells.
Thunder Helmet	10,000	Increases your Knowledge skill by 10, but reduces your Power skill by 2.



## Neck

ARTIFACT	GOLD VALUE	EFFECT
Amulet of the Undertaker	2,000	Increases your Necromancy skill by 5 percent.
Celestial Necklace of Bliss	12,000	Increases all four primary skills by 3.
Collar of Conjuring	500	Increases the duration of all your spells by 1.
Everpouring Vial of Mercury	5,000	When equipped, increases your Mercury production by 1 per day.
Garniture of Interference	2,000	Increases your magic resistance by 5 percent.
Necklace of Dragonteeth	6,000	Increases your Knowledge and Power skills by 4.
Necklace of Ocean Guidance	10,000	Increases your Hero's movement rate at sea.
Necklace of Swiftness	5,000	Increases the combat Speed of all your units by 1.
Pendant of Courage	7,000	Bestows +3 Luck and Morale on your Hero's troops.
Pendant of Death	2,500	Renders your units immune to the Destroy Undead spell.
Pendant of Dispassion	1,000	Renders your units immune to the Berserk spell.
Pendant of Free Will	1,000	Renders your units immune to the Hypnotize spell.
Pendant of Holiness	1,000	Renders your units immune to the Curse spell.
Pendant of Life	2,500	Renders your units immune to the Death Ripple spell.
Pendant of Negativity	5,000	Renders your units immune to the Lightning Bolt and Chain Lightning spells.
Pendant of Second Sight	5,000	Renders your units immune to the Blind spell.
Pendant of Total Recall	3,000	Renders your units immune to the Forgetfulness spell.
Statesman's Medal	5,000	Reduces the cost of surrendering.

## Rings

ARTIFACT	GOLD VALUE	EFFECT
Diplomat's Ring	5,000	Reduces the cost of surrendering.
Equestrian's Gloves	3,000	Increase your Hero's movement rate over land.
Eversmoking Ring of Sulfur	5,000	Increases your Sulfur production by 1 per day.
Quiet Eye of the Dragon	2,000	Increases your Attack and Defense skills each by 1.
Ring of Conjuring	1,000	Increases the duration of all your spells by 2.
Ring of Infinite Gems	5,000	Increases your Gem production by 1 per day.
Ring of Life	5,000	Increases the Health of all your units by 1.
Ring of Vitality	5,000	Increases the Health of all your units by 1.
Ring of the Wayfarer	6,000	Increases the combat Speed of all your units by 1.
Still Eye of the Dragon	2,000	Increases your Luck and Morale each by 1.

## Shoulder

ARTIFACT	GOLD VALUE	EFFECT
Ambassador's Sash	5,000	Reduces the cost of surrendering.
Angel Wings	20,000	Allow you to fly.
Cape of Conjuring	1,500	Increases the duration of all your spells by 3.
Cape of Velocity	10,000	Increases the combat Speed of all your units by 2.
Dragon Wing Tabard	4,000	Increases your Knowledge and Power skills each by 2.
Everflowing Crystal Cloak	5,000	Increases your Crystal production by 1 per day.
Recanter's Cloak	8,000	Prevents you and your opponent from casting level 3 or higher spells during combat.
Surcoat of Counterpoise	4,000	Increases your magic resistance by 10 percent.
Vampire's Cowl	4,000	Increases your Necromancy skill by 10 percent.

## Torso

ARTIFACT	GOLD VALUE	EFFECT
Armor of Wonder	4,000	Increases all four primary skills by 1.
Breastplate of Brimstone	6,000	Increases your Power skill by 5.
Breastplate of Petrified Wood	2,000	Increases your Power skill by 1.
Dragon Scale Armor	8,000	Increases your Attack and Defense skills each by 4.
Rib Cage	3,000	Increases your Power skill by 2.
Scales of the Greater Basilisk	4,000	Increases your Power skill by 3.
Titan's Cuirass	10,000	Increases your Power skill by 10, but reduces your Knowledge skill by 2.
Tunic of the Cyclops King	5,000	Increases your Power skill by 4.

## Miscellaneous

ARTIFACT	GOLD VALUE	EFFECT
Angel Feather Arrows	6,000	Increase your Archery skill by 15 percent.
Arms of Legion	5,000	When equipped by a Hero in a town, increases the growth of your level 5 units (in that town) by 2 per week.
Badge of Courage	1,000	Increases your Morale by 1.
Bird of Perception	1,000	Increases your Eagle Eye skill by 5 percent.
Bow of Elven Cherrywood	2,000	Increases your Archery skill by 5 percent.
Bowstring of the Unicorn's Mane	4,000	Increases your Archery skill by 10 percent.
Cards of Prophecy	1,000	Increase your Luck by 1.
Charm of Mana	500	Helps you recover 1 extra Spell Point per day.
Clover of Fortune	1,000	Increases your Luck by 1.
Crest of Valor	1,000	Increases your Morale by 1.
Emblem of Cognizance	3,000	Increases your Eagle Eye skill by 15 percent.
Endless Bag of Gold	15,000	When equipped, increases your income by 750 Gold per day.
Endless Purse of Gold	10,000	When equipped, increases your income by 500 Gold per day.
Endless Sack of Gold	20,000	When equipped, increases your income by 1,000 Gold per day.
Glyph of Gallantry	1,000	Increases your Morale by 1.
Golden Bow	8,000	Allows your troops to shoot through any obstacle or at any range without penalty.
Head of Legion	5,000	When equipped by a Hero in a town, increases the growth of your level 6 units (in that town) by 1 per week.
Hourglass of the Evil Hour	2,000	Negates all Luck bonuses during combat for both you and your opponent.
Inexhaustible Cart of Ore	5,000	When equipped, provides you with 1 additional Ore per day.
Inexhaustible Cart of Lumber	5,000	When equipped, provides you with 1 additional Wood per day.
Ladybird of Luck	1,000	Increases your Luck by 1.
Legs of Legion	5,000	When equipped by a Hero in a town, increases the growth of your level 2 units (in that town) by 5 per week.
Loins of Legion	5,000	When equipped by a Hero in a town, increases the growth of your level 3 units (in that town) by 4 per week.
Mystic Orb of Mana	1,500	Helps you recover 1 extra Spell Point per day.
Orb of Driving Rain	6,000	Causes your Water spells to inflict an additional 50 percent damage.
Orb of the Firmament	6,000	Causes your Air spells to inflict an additional 50 percent damage.
Orb of Inhibition	20,000	When wielded in combat, neither you nor your opponent may retreat or surrender.
Orb of Silt	6,000	Causes your Earth spells to inflict an additional 50 percent damage.
Orb of Tempestuous Fire	6,000	Causes your Fire spells to inflict an additional 50 percent damage.
Orb of Vulnerability	25,000	During combat, negates the natural magic resistance of all creatures on the battlefield.
Shackles of War	5,000	When wielded in combat, neither you nor your opponent may retreat or surrender.
Speculum	1,000	Increases your Scouting radius by 1.
Spell Scroll	2,500	*Contains the custom spell that is added into your Spell Book for as long as you carry the scroll.
Spirit of Oppression	2,000	Negates all Morale bonuses during combat for both you and your opponent.

\*The custom spell is different for each individual scroll.

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ARTIFACT	GOLD VALUE	EFFECT
Sphere of Permanence	7,500	Renders your units immune to the Dispel Magic spell.
Spyglass	1,000	Increases your Scouting radius by 1.
Stoic Watchman	2,000	Increases your Eagle Eye skill by 10 percent.
Talisman of Mana	1,000	Helps you recover 2 extra Spell Points per day.
Tome of Air Magic	20,000	Contains all spells in the school of Air Magic. It must be equipped for the spells to be available.
Tome of Earth Magic	20,000	Contains all spells in the school of Earth Magic. It must be equipped for the spells to be available.
Tome of Fire Magic	20,000	Contains all spells in the school of Fire Magic. It must be equipped for the spells to be available.
Tome of Water Magic	20,000	Contains all spells in the school of Water Magic. It must be equipped for the spells to be available.
Torso of Legion	5,000	When equipped by a Hero in a town, increases the growth of your level 4 units (in that town) by 3 per week.
Vial of Lifeblood	10,000	Increases the Health of all your units by 2.

## APPENDIX B Adventure Map Locations

This appendix lists all of the Adventure Map locations, with the exception of creature dwellings that produce town creatures. These creature dwellings have the same weekly production as the town buildings of the same name. They produce the basic version of their creature type. Creature dwellings that produce non-town creatures also are listed.

### Table B-1. Battle Sites

NAME	PROPERTIES
Crypt	Fight random undead for random artifacts and Gold
Cyclops Stockpile	Fight Cyclopes for resources
Derelict Ship	Fight Water Elementals for random treasure
Dragon Fly Hive	Fight Dragon Flies for Wyverns added to Hero's army
Dragon Utopia	Fight Dragons for random treasure
Dwarven Treasury	Fight Dwarves for Gold and Crystal
Griffin Conservatory	Fight Griffins for Angels added to Hero's army
Imp Cache	Fight Imps for Gold and Mercury
Medusa Stores	Fight Medusae for Gold and Sulfur
Naga Bank	Fight Nagas for Gold and Gems
Pyramid	Defeat 40 Gold and 20 Diamond Golems for level 5 spell once, afterwards -2 Luck until next battle

### Table B-2. Creature Dwellings

NAME	PROPERTIES
Blacksmith	Can purchase Ballista, First Aid Tent, and Ammo Cart
Earth Elemental Conflux	Produces Earth Elementals
Elemental Conflux	Produces all Elementals
Fire Elemental Conflux	Produces Fire Elementals
Refugee Camp	Random monster-recruiting station, changes each week
Water Elemental Conflux	Produces Water Elementals

## Table B-3. Mines and Resource Buildings

NAME	PROPERTIES
Abandoned Mine	Fight Troglydites to bring mine into production of random resource
Alchemist Lab	Produces 1 Mercury/day
Black Market	Purchase artifacts
Campfire	400 to 600 Gold, 4 to 6 other resource, one time then disappears
Crystal Cavern	Produces 1 Crystal/day
Flotsam	25 percent nothing, 25 percent 5 wood, 25 percent 5 wood and 200 Gold, 25 percent 10 wood and 500 Gold
Gem Pond	Produces 1 Gem/day
Gold Mine	Produces 1,000 Gold/day
Mystical Garden	50 percent 5 gems, 50 percent 500 Gold once a week
Ore Pit	Produces 2 Ore/day
Sawmill	Produces 2 Wood/day
Sea Chest	20 percent nothing, 70 percent 1,500 Gold, 10 percent 1,500 Gold and artifact
Shipwreck	Fight Wights for random Gold and treasure
Shipwreck Survivor	Random artifact
Skeleton	20 percent find an artifact
Sulfur Dunes	Produces 1 Sulfur/day
Trading Post	Trade resources and Gold
Wagon	10 percent nothing, 40 percent random artifact, 50 percent random resource
Warrior's Tomb	Gives random artifact and -3 Morale once
Water Wheel	Gives 500 Gold on Week 1 and 1,000 Gold on subsequent weeks to first visiting Hero
Windmill	3 to 6 random resource other than Wood or Ore

## Table B-4. Skill- and Statistic-Boosting Locations

NAME	PROPERTIES
Altar of Sacrifice	Good Heroes sacrifice artifacts for experience, evil Heroes sacrifice creatures, neutral Heroes sacrifice both
Arena	+2 to Attack or Defense, player's choice
Buoy	+1 Morale until next battle
Faerie Ring	+1 Luck until next battle
Fountain of Fortune	-1 to +3 Luck until next battle
Fountain of Youth	+1 Morale until next battle, +4 movement current day
Garden of Revelation	+1 Knowledge, once per Hero
Idol of Fortune	+1 Luck on odd days, +1 Morale on even days, both on Day 7
Learning Stone	+1,000 experience, once per Hero
Library of Enlightenment	Possibly gives Hero +2 to primary skill
Lighthouse	+5 movement for your ships
Magic Well	Replenishes lost Spell Points
Marletto Tower	+1 Defense, once per Hero
Mercenary Camp	+1 Attack, once per Hero
Mermaid	+1 Luck until next battle
Oasis	+1 Morale, +8 movement current day
Rally Flag	+4 movement until end of day, +1 Morale and Luck until next battle
Scholar	Teaches 1 primary skill, secondary skill, or spell then vanishes
School of Magic	Pay 1,000 Gold to give Hero +1 to either Power or Knowledge
School of War	Pay 1,000 Gold to give Hero +1 to either Attack or Defense
Shrine of Incantation	Teaches a level 1 spell
Shrine of Magic Gesture	Teaches a level 2 spell
Shrine of Magic Thought	Teaches a level 3 spell
Sirens	Lose 30 percent of each troop stack, gain 1 experience per Health of lost creatures
Stables	+6 movement until end of week
Star Axis	+1 Power, once per Hero
Swan Pond	+2 Luck until next battle, stops movement
Temple	+1 Morale until next battle, +2 on Day 7
Tree of Knowledge	Advance a level, may cost Gold and Gems
University	Pay 2,000 Gold to learn new secondary skill
Watering Hole	+1 Morale until next battle, +4 movement current day
Witch Hut	Hero learns random skill other than Leadership or Necromancy

## Table B-5. Miscellaneous Locations

NAME	PROPERTIES
Border Guard	Password from Keymaster's Tent of same color allows passage
Cartographer	Pay 1,000 to reveal land, water, or underworld
Cover of Darkness	Replaces Shroud within 20 hexes for enemy Heroes
Den of Thieves	Gives complete Thieves' Guild report
Eye of Magi	Reveals area around itself to player who visits Hut of Magi
Garrison	Player can leave creatures here, others must fight them to pass
Hill Fort	Upgrade base-level creatures
Hut of Magi	Illuminates areas of map near Eyes of Magi
Keymaster's Tent	Provides password for Border Guard of same color
Obelisk	Reveals portion of Grail Puzzle Map
Monolith Exit	End point of One-Way Monolith jump
Monolith, One Way	Teleports to Monolith Exit
Monolith, Two Way	Teleports to other Two-Way Monolith
Pillar of Fire	Reveals Adventure Map within 20 tiles
Prison	Frees a Hero who joins you for free
Redwood Observatory	Reveals Adventure Map within 20 tiles
Sanctuary	Visiting Hero can't be attacked
Secr's Hut	Gives quest, gives reward when quest completed
Shipyard	Heroes can purchase boats
Tavern	Recruit Heroes, listen to rumors



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